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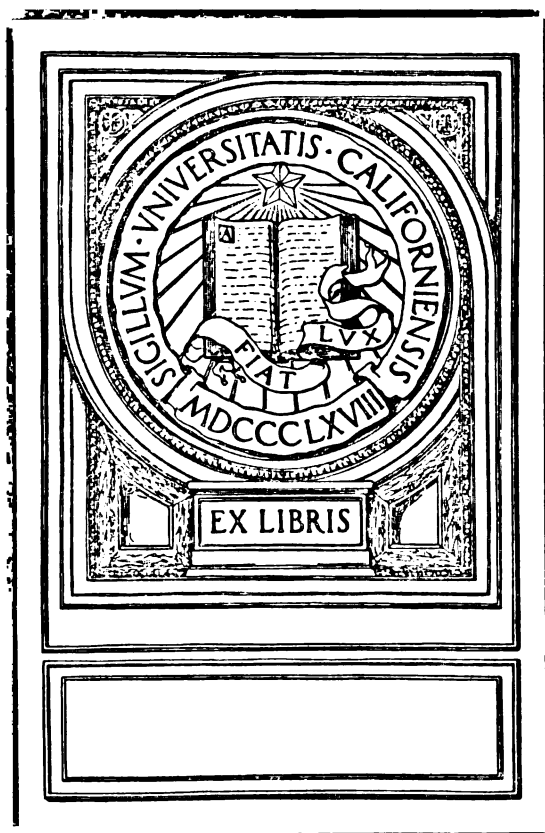
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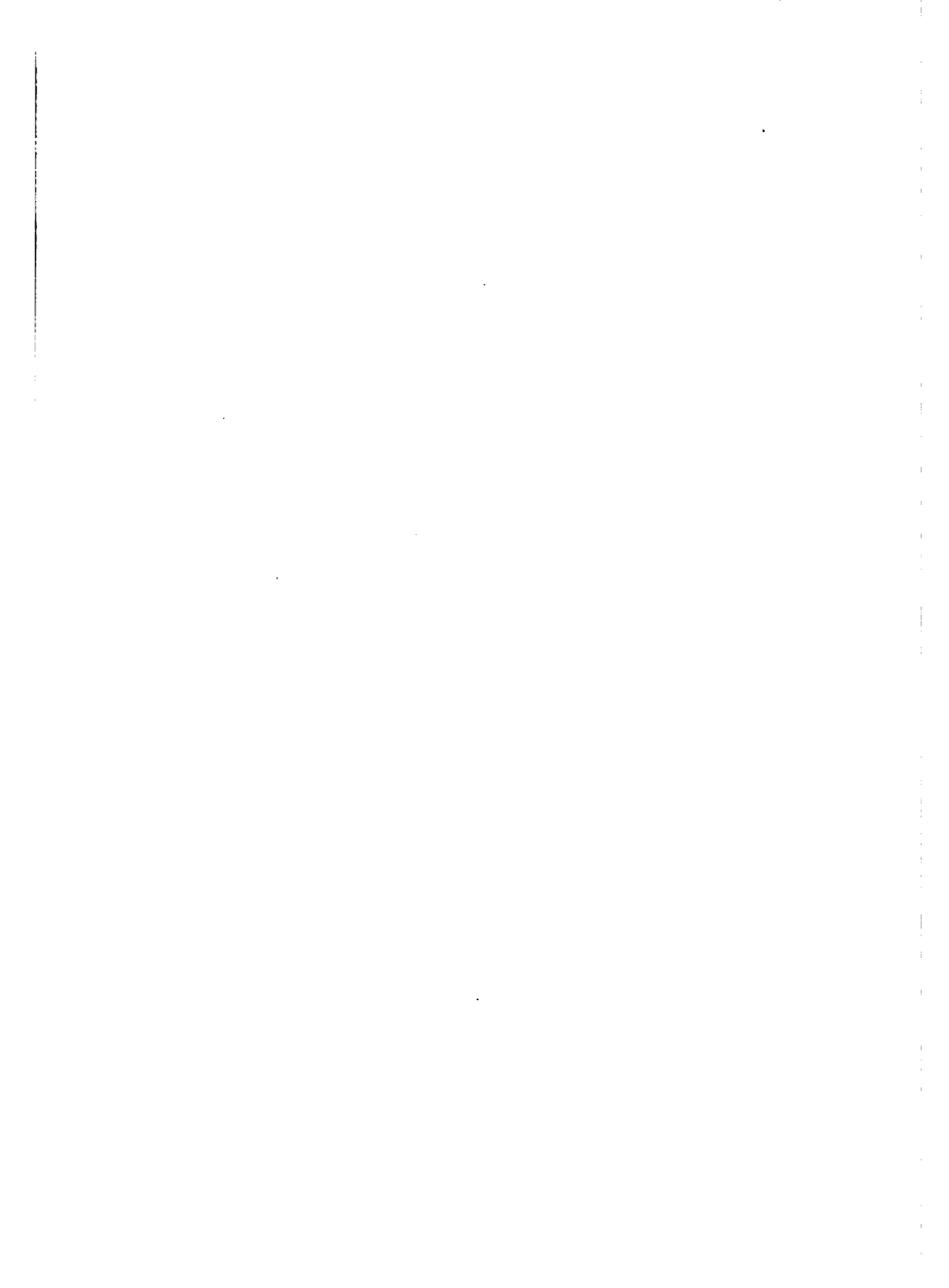
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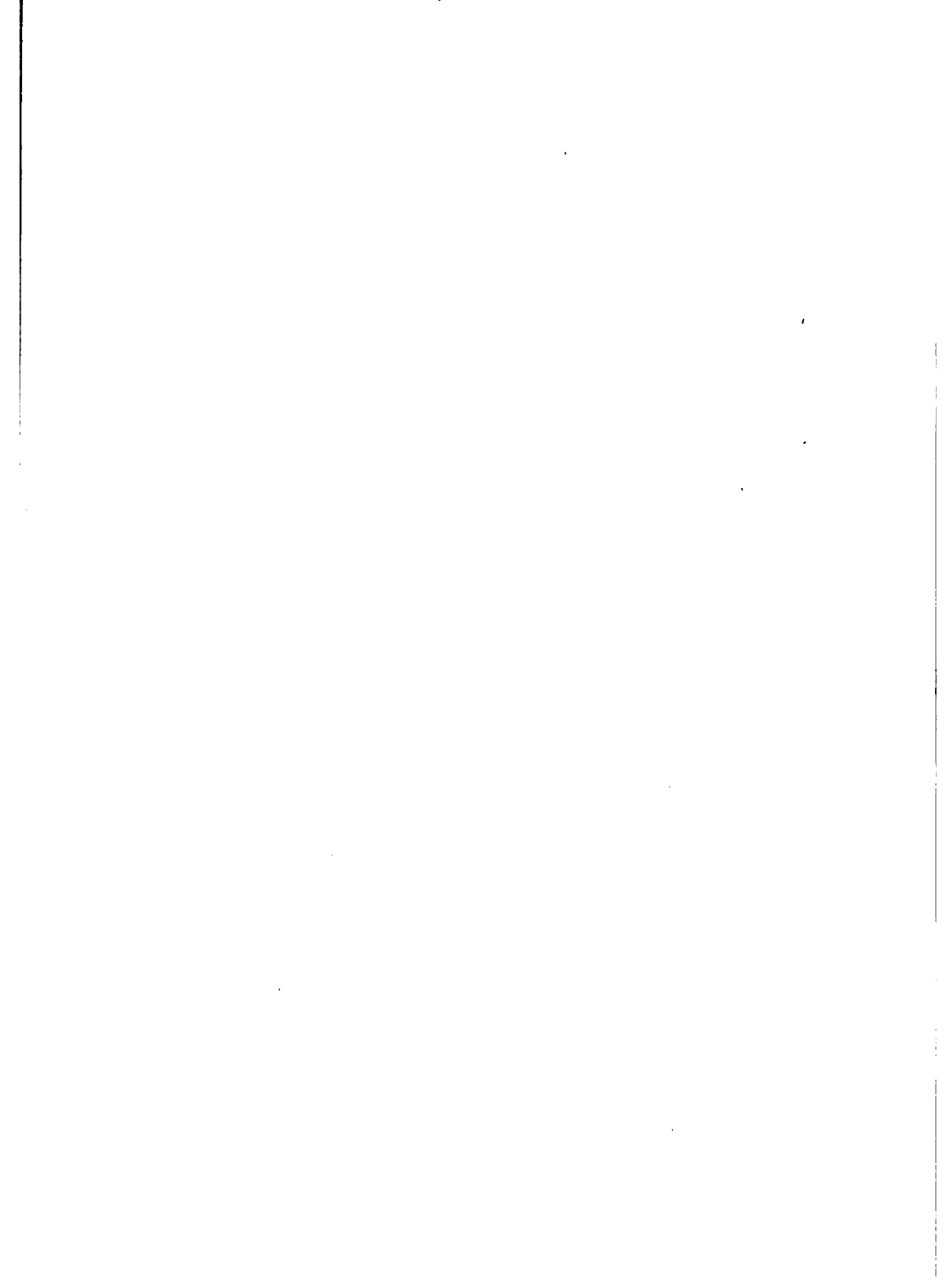
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THE JOLLY BOOK OF PLAYCRAFT

Day of Carnegie



Eleanor, Marjorie, Mark and Wesley Playing Simple Simon's Fishing Game.

THE JOLLY BOOK OF PLAYCRAFT

BY

PATTEN BEARD

AUTHOR OF "THE JOLLY BOOK OF BOXCRAFT,"
"MARJORIE'S LITERARY DOLLS," ETC.

*With Sixty-one Illustrations arranged by the Author
and photographed by G. S. North and
with Twenty-nine Diagrams*



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THIS BOOK
IS DEDICATED TO ALL LITTLE CHILDREN
HOPING THAT IT MAY BE TO THEM
AN OPEN SESAME TO TREASURES
OF LAUGHTER AND FUN
AND HAPPINESS

*Go, Little Book of Magic Play—
And Busy "Work" beside—
Give to the children happiness:
Go to them far and wide!
And, if an echo of their laugh
A surplus joy should hold,
Let this be guarded in thy leaves
To be some fun retold!*

AUTHOR'S NOTE

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INTRODUCTION

Aladdin found a little lamp, so worthless and so small,
That, first, he scarcely valued it as anything at all! —
But when he saw what magic lay in this small common thing,
He wished for all the opulence its genii slave might bring:
A palace like the Sultan's came, its workmanship most rare,
Adorned with gold and costly gems most radiantly fair! —
I'd like to own that sort of lamp! (Maybe that you would too!)
Yet, there are many other things as *magic*, if you knew!
(Treasures may be quite little things that you perhaps have found
And anybody may pick up, if they are seen around!)
Just common spools and boxes — your search need not go far —
And buttons are most magic! Oh, yes they surely are!
No genii like Aladdin's one their summons will obey
But joyous fairy sprites will come called Happy Thoughts and Play:
And when a joyous Happy Thought will answer to your need,
Your own home is a palace fair, a splendid one indeed!
Aladdin's cave of riches was little to Play's store —
Play's treasure is unending! It's always more and *more!*
Here is all-golden laughter, and jeweled fun, and mirth,
The greatest of all riches in all this wide round earth!
I know about Play's secrets! So turn the page and see,
She'll bring *you*, too, a treasure, if you want one, maybe!

The Jolly Book of Playcraft

ABOUT FINDING A MAGIC TREASURE AND STARTING A TREASURE-HOARD

Material Required to Make a Treasure-Hoard:
cardboard boxes, buttons, spools, crayons, a few round
wire paper-shanks, scissors, and ruler.

Do you believe that there's a Pot of Gold at the end of every rainbow? I do. I know there is, because, once upon a time, I found *more* than a pot of gold, I think. It was something quite as wonderful in its way as Aladdin's Lamp! That, you know, seemed worthless till Aladdin found out its secret magic. It was just so with my treasure. At first sight, it seemed simply an ordinary cardboard box, but I found out that if I did certain things to it, I could turn it into almost any sort of plaything that I wished. As for games, there are no end to those that you can make with cardboard boxes! You shall hear all about the magic, for, I dare say, you would be glad to know how to change an ordinary cardboard box into a game. It is perfectly simple. You need only follow directions. Anybody can do it.

I found out about it almost by chance. It was a drizzly, dull day. In the afternoon, the sun peeped

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for an instant through the clouds and as I glanced out of the window, I saw a rainbow! Of course, everybody thinks of the Pot of Gold when they see *that*, and as I looked, it seemed to me that the other end of the rainbow must be at the other side of our house somewhere near our front-door. (I had to go down the stairs—it would have been quicker to slide down the banisters, but I remembered that one oughtn't to and I just didn't.) When I opened the front-door and looked out, the rainbow had vanished and it was storming hard. Yet, I was almost certain that the end of that rainbow *must* have come close to where I was standing, and I began to look about for a treasure.

The first thing I saw was a cardboard box lying upon the hall table. Really, I never had seen it there before!

While I stood looking at it in a surprised way, I heard a little chuckle and a fairy peeked from behind it.

"Here's a rainbow treasure," the fairy said. "It's worth more than a pot of gold!"

I picked up the box and looked at it, while the fairy watched me. Then two other fairies came flying and lit like little birds upon my shoulders.

"We're Happy Thought, Nimblefingers, and Play," they laughed. "Look at your treasure! It's magic!"

The box wasn't a bit heavy. There were no golden ducats or ten-dollar gold-pieces in it! It was simply

FINDING A MAGIC TREASURE

a cardboard box containing some buttons and spools—and there were one or two crayons. I didn't think it was worth more than a pot of gold. But I believe in fairies, and when a fairy tells me that a thing is magic, I know it is! So I said, "Well, Happy Thought, Nimblefingers, and Play, I believe you! Tell me the secret that makes this everyday thing so valuable!"

"Why, it can transform dull days and make them bright and happy ones," they cried in chorus. "It is as full of magic as Cinderella's Pumpkin that could be turned into a golden coach or Aladdin's Lamp that could bring the owner any happiness he chose!"

My! THINK of finding a treasure like that! Why, indeed, it was worth more than a pot of gold!

Perhaps I was a bit dazed at the wonder of it for, at first, I could think of nothing to wish for, though I knew there must be at least a hundred and eleven things I wanted very badly indeed. I remembered that when I had seen the rainbow's dim appearance in the sky, I had been wishing that I had something new to play and I had wanted a new game very, very much. It would have been Something-To-Do-That-Was-Fun.

"I want a GAME," I decided. "Can I make a magic with the treasure and have a GAME?"

Happy Thought nodded.

"It's very simple," said he. "What kind of a game do you want?"

THE JOLLY BOOK OF PLAYCRAFT

By this time, I had had time to think and I began to know that I didn't want one game: I wanted two, and three, and four, and five, and six, and eight, and eleven, and nineteen, and twenty-six, and forty, and fifty, and fifty-four! More still!

"Well," smiled Happy Thought, "suppose we make one first! Then, we'll help you start a real treasure-hoard and tell you how to make the magic."

So I sat down on the stairs right there. Happy Thought said to turn the box over on its cover so one could draw upon it. Nimblefingers showed me where to draw with the crayons. Play danced up and down, and before I'd half finished making the magic that would turn the treasure into a GAME, she was already counting out to see who would start first when we were ready to play.

And there it was, all changed into a game in a twinkling! We played it with spools and our counter was a button.

Such a good time as we did have! I didn't even know that the rain was beating down outside the front-door! The day wasn't dull any longer! There was such a splendid lot to do and such laughter, and fun, and happiness that everything seemed sunny.

When we'd played, and played, and *played*, we thought maybe we'd see what sort of magic another cardboard box might have, so we decided to HUNT FOR MORE TREASURE, now that we knew what real treasure of a magic kind looked like.

How jolly! I went upstairs four steps at a time,

FINDING A MAGIC TREASURE

and at the top I found Nimblefingers, Happy Thought, and Play, who had reached the landing before I did—having slid *up* the banisters—which is a perfectly proper thing to do, if you are a fairy!

We started to hunt for boxes. Happy Thought explained that nothing could really be treasure when it had a rightful owner. Boxes that have things in them or belong to other persons don't count. But, mercy! What a lot of boxes we found: letter-paper boxes, shoe-boxes, collar-boxes, candy-boxes, book-boxes, toy-boxes, waist-boxes, suit-boxes, druggist-boxes, hat-boxes—boxes, *boxes*, BOXES! More! *More!* MORE! Happy Thought found them everywhere, for every one seemed to be casting them aside as utterly worthless, when what they had contained was taken out and put away. Nimblefingers simply danced about picking up new treasures. Why, in no time at all, there was a treasure-hoard! When one knows how easy it is to find a treasure-hoard, nobody will ever again think cardboard boxes useless lumber! Think of the laughter, and fun, and happiness that is in them even though they seem to you empty! The fairies never measure things in terms of money value—oh, no!—*They* measure things for the happiness and play that they are worth.

We found spools and buttons too. They could be used for men to play the games! And I had a few little toys that I had bought, one at a time, with very great thought and careful expenditure. These, of

THE JOLLY BOOK OF PLAYCRAFT

my own suggestion, I added to the treasure-hoard as Happy Thought approved.

We packed all the buttons, spools, toys, and little boxes into the largest big box we had. They fitted nicely when placed one within the other, and they took up much less room. They took up so little space—buttons and spools went inside the littlest boxes with the toys—that I couldn't help smiling. It did so remind me of the genii who lived in a bottle! (But, you see, *that* shows how magic the boxes are!)

We made ever and ever so many games with the treasure-hoard. The fairies said that the children ought all to know how to make the same sort of magic play. They showed me all the games I had wished for, and I promised to tell the secret of everyday magic so that everybody who wished might have a treasure-hoard that was worth more than a pot of gold in value of fun and happiness and laughter.

So in this book, you will find the games that the fairies made with my boxes. I dare say, in your own home, you will find the very same kind. Everything comes packed in a box nowadays. One doesn't even have to wish for boxes. They come almost every time the door opens and almost always somebody throws them away! In ninety-nine cases out of a hundred, they may be given to you just for the asking! Peggy, and Jane, Susan, Tibbi, Amelia, Cecile, Hilda, Mabel, Hannah; Marion, Janet, Nina, Prue, Nancy, Pamela, and Ellen have them. If any one of these happens to be a sister of yours, ask her to



A Treasure-Hoard of Cardboard Boxes, Spools, Buttons and Crayons.

FINDING A MAGIC TREASURE

save the boxes she throws away and give them to you for your collection of treasures. AND, if you shouldn't happen to have an older sister, tell Tom, or Jack, or James, or Carl, or Ted, or Ben, or Edward, or Guy, or Hiram, or Jeremiah Felix, or Henry Ferdinand, or Paul, or Robert, or David—if they are any of them your older brothers. They'll save boxes for you—oh, yes, they will! And probably they'll be so much interested that they'll want to help make the games, for surely they'll PLAY with you when the magic is made! Yes, they will!

As long as there are cardboard boxes, just so long will there be fun! There are many more games than I have been able to tell about in this book. Almost every time that I add a new box to my treasure-hoard, Happy Thought tells me of something quite new and different! I hope when you start your treasure-hoard and when Happy Thought comes to play with you, you'll let her tell *you* about new games that aren't in this book! Why, if you'll listen, she'll do it sure as sure! It may be a bit more difficult than to make the games that are all planned out for you already, yet it might be fun for you to try to make up a game sometime, don't you think so?

There was one thing the fairies were especially anxious I should tell about.

"Tell the little children who have snuffly colds, and sore throats about the laughter, and fun, and happiness that is in a magic treasure-hoard of cardboard boxes, spools, and buttons," Play insisted. "Be sure

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and don't forget now! Tell them if they have to lie in bed and eat toast, GAMES help to pass the time splendidly. If there isn't anybody but the nurse to play with—she's always very nice, isn't she? She'll play with you—and if she can't because she's busy, there will be Somebody who will. But if there is nobody, why you can play with your right hand and your left hand and see which is the cleverest to win!"

"It's rather nice to think one need never be lonely, even if one is sick," I added. "There's always Happy Thought, Nimblefingers, and Play! I think it is simply splendid! Of course, if the sick kiddies have catchy things, the boxes can be burned up afterward, and one won't be very sorry, because one can always make a new game with a new box, as Aladdin claimed his palace that went off to Africa somewhere. He had but to find the Lamp and rub it and wish for the palace again. So, when the box is burned, a box is easily found and there is the game again!"

Start your treasure-hoard! See for yourself the magic that lies in cardboard boxes, spools, and buttons! How busy Happy Thought, Nimblefingers, and Play will be! And what shouts of laughter and fun and happiness!

Here in this book are the games the fairies told me about on the dull day that we turned into a bright and happy one. If you look at the picture of my treasure-hoard, you will find the very box that started all the fun! I shall not tell you *which* one it is, for all cardboard boxes are of equal value as treasures and

FINDING A MAGIC TREASURE

I have no doubt that the end of the rainbow is at your own front-door just as it was at mine. If you look, I am sure that you will find more than a pot of gold is worth in fun and laughter and happiness.

If you would know the fairies, they'll come to you at call—
And you won't need a magic wand to summon them at all!—
They'll tell you happy secrets! You'll have a jolly day,
If you will call the fairies, "Come, Happy Thoughts and Play!"
Oh, they will tell you splendid things that are most magic too—
How to make toys, and games, and things that are such fun to do!—
The fairies weigh all little things in scales of laughter's gold
And value them in happiness for pleasures that they hold.

ABOUT MAKING GAMES WITH TREASURE-HOARDS

Material Needed for the Making and Playing of a Boxcraft Game: a large flat box to make a game-board; a small square box or a small round box for a counter; some buttons to use for men. (A few round wire paper-shanks may be required to help make the counters that have a revolving indicator-hand, for which a paper-shank is the pivot.)

When you have started your treasure-hoard of boxes, spools, and buttons, you may make any game you find in this book. In most cases, you can adapt the shape of the game to a similar-shaped box, even if not identical in size to the one you see in the picture.

It is well to have a small assortment of crayons with which to color the games. It is always possible to turn a box over and draw upon the bottom that is free from printed matter, if the box you have has advertising upon its cover. In coloring, make even strokes with your crayon and always have your lines go in the same direction of stroke, if the work is to look its best.

Be resourceful enough to conquer the small difficulties of dividing your box into even squares when



Stanley Making a Game Out of an Everyday Cardboard Box.

GAMES WITH TREASURE-HOARDS

such are needed! You may have to think how to do it sometimes, but if you think long enough, you'll soon see that the difficulty is very easily solved, after all. A strip of paper does better than a ruler to measure widths and lengths of boxes. It may be folded, the creases in the folding showing where proper divisions should come. It is well to draw the game-board in pencil first very lightly. Then, when this is done, finish the outlines with black crayon and fill in with colored crayon where the directions tell you to fill in.

If you have a cover to your box, you may keep the men and the counter inside, in most instances. One or two counters will be all you need to play your games. A counter is not easily broken. One counter answers for many games.

Some small square box may answer your purpose of counter. It should be about three or four inches across its top. Square peppermint boxes such as druggists sell on their candy counter are strong and well adapted for this. Round candy-boxes about three or four inches in diameter are useful for the same purpose. In making the counter, turn the box over and draw upon its bottom. Divide its surface into sections and number these. Sections may be numbered in two ways: you may cut numbers from large calendars and paste these flat upon sections or you may number clearly with crayon. Always use black crayon for numbering.

The indicator-hand that spins on the large counters is cut from heavy cardboard. It should be about a

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quarter of an inch wide and about a quarter of an inch less than half the width of the box you use.

To fasten the indicator-hand to the counter, you will need a round wire paper-shank. It may be that your father has one. They are used for various things. Its sides must be round instead of flat like the ordinary brass paper-shank for it must make a round hole when pressed through the cardboard indicator-hand and fastened down inside the box. If the shank does not have round sides, it cannot act as pivot.

These paper-shanks may be purchased for a small sum at any good stationery shop. Department stores always carry them.

In fastening the indicator-hand always see that it is loose enough to revolve easily. It is snapped and allowed to turn on its round wire shank as pivot till it stops of itself. The numbered section that its point rests upon is the player's count.

Sections of the box counter may be colored with crayons, if you like. When you do this, use contrasting colors and use light ones in preference to dark ones. Number the sections *after* coloring them, never before.

The men used in playing these games may be made after given directions or, if you like ordinary buttons of different shades, these may be used in place of men called for by the text. Flat bone buttons hop best, I have found. You can always test buttons before play by snapping their rims with the pressure of a larger

GAMES WITH TREASURE-HOARDS

button. They hop best on a rug, carpet, or covered table.

Button-molds make excellent men. At almost any shop you can buy two dozen or more of these for five cents. They come in all sizes, but those a quarter-inch and a half-inch in diameter are best for game use. Keep them in a small box and color them as you may need them. They take crayon well.

All these games are easy to make. The only tools you will need are scissors, crayons, ruler. In one or two cases a bit of paste is called for, but this is quickly had by cooking a little starch mixed with a bit of flour and water. Use about two teaspoonfuls of water and a half teaspoonful of starch and flour. A tube of library paste will answer the purpose, if you have it.

Where you wish to use little doll figures for men, these will need standards. Plasticine and clay, or soft paraffin molded while warm, one of these you will be sure to have.

If you can draw, figures may be outlined upon cardboard, cut out, and mounted upon plasticine standards. In other cases, when you prefer, china figures or Noah's Ark men and animals will do for play.

When the games are short, they may be played in rounds. It is always safer to keep scores with pencil and paper. Then, if doubt arises, the score is marked in black and white. Sometimes, it is possible to make a mistake if one has to remember the score.

It is always more fair to count out for order of play.

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The jingles at close of chapters may be used for this, if you like.

AND remember that you are playing the games, as well as making them, for the sake of the fun and happiness they will give you. Play fair always. Where there is any question of move or play spin the counter's indicator-hand a second time. It may stop upon the division mark.

Be a good winner—but learn to be a good loser too. Play your best. Take what comes, good luck or bad—and BE PLUCKY!

A game will make a dark day bright
And help long hours to take flight—
A game will make long days more glad,
And drive away dull days and sad:
Work first, then after it the fun
Of playing when the work's well done!

LIST OF MATERIALS WHICH MAY BE USED IN PLAYCRAFT

Cardboard boxes and box covers of all kinds.
All kinds of buttons.
All kinds of spools.
Small "penny toys."
Pebbles.
Twigs.
Pins.
Old calendar pads.
Time-table maps.
Picture-catalogs.

GAMES WITH TREASURE-HOARDS

Small metal rings.

Paper-shanks that have round prongs.

LIST OF TOOLS USED IN MAKING PLAYCRAFT GAMES

A ruler.

A pencil.

A pair of scissors.

A box of colored crayons.

THE GAME OF BUTTON TIDDLEDY

Material Required to Make the Game of Button Tiddledy: an empty calling-card box, five flat white buttons about a half-inch in diameter, five flat dark-colored buttons about this same size, two larger buttons an inch or more in diameter.

Tools Needed to Make the Game of Button Tiddledy: only a pair of fingers.

Perhaps you have played Tiddledywinks. It is really great fun to try to snap the colored disks into the little glass. Perhaps you do not own a real Tiddledy game and, in this case, you may easily make one yourself with a shallow box cover and some buttons.

If you take a small flat button and press its rim hard with the rim of a larger button, the small button will hop up into the air and travel quite a good distance. If you try this several times, you will find out that small pressure gives small hops and an even heavy pressure on the little button may cause it to go far. This is the principle of Button Tiddledy.

The game is played on the floor or on a table covered with a cloth. Each player must have five buttons and each player's buttons must be different. Two or more may play.



Button Tiddledy, a Game Made with a Small Box and Played by Snapping Buttons.



Tripple Tiddledy, a Game with Three Small Boxes and Buttons.

THE GAME OF BUTTON TIDDLEY

HOW TO PLAY BUTTON TIDDLEY

Two players may play the game—or more, if buttons can be found.

Play is made without turn as rapidly as possible.

Each player places his five buttons in a row twelve inches from the open box.

Signal is given to start. The first to get all his five buttons into the box wins.

No player is permitted to touch his button, or that of another, with fingers unless a button falls off a table onto the floor. Then it is to be picked up and placed as nearly as possible where it was before it fell.

Into the little white box they go—

Grasshoppers hop in the clover just so!—

Hippety-hoppety! Hoppety-hop!

Gay little buttons, you never will stop

Till Somebody wins in this hoppety game,

When jumpety buttons grow quiet and tame!

THE GAME OF TRIPLE TIDDLEDY

Material Required to Make the Game of Triple Tiddledy: three shallow box covers that fit within each other; three small flat white buttons, three small flat dark buttons, two large buttons. Other buttons are needed when more than two play.

Tools Needed to Make the game of Triple Tiddledy: a pair of hands.

Triple Tiddledy is a game of Tiddledy in which you have to make a definite count. The player who first reaches the score of fourteen wins.

To make the game, three shallow box covers are needed. The lower half of some deeper little box may make the smallest and inner ring of the game. Find three shallow boxes that fit one within the other. Remove covers and set these as the picture of the game shows you. The outer covers should not be more than an inch high; and the small inner box should not be more than three inches high, if you use this taller than the others.

Place the three box covers in the center of a table upon which there is a cloth. The table should be a large one, to allow plenty of space for play.

THE GAME OF TRIPLE TIDDLEY

HOW TO PLAY TRIPLE TIDDLEY

Two players may play the game. Three may play, or four, if buttons can be found. All buttons must be distinguished easily.

Play is made in turn.

Count out for beginner.

Place three buttons in a row twelve inches from the rim of the largest box.

Press the rim of one small button with the edge of your large button so that the small button hops. If it falls outside of the box covers, you gain no count. Start your next: if this falls within the first box cover, the count is 1. If it falls within the second, your count is 2. If it falls inside the third, the count is 3.

Three buttons are played in succession and left where they lie for one round of play.

When all have played, buttons are picked up and scores are noted on paper with pencil.

Buttons are then picked up and sorted and the next round is started in proper order.

The first player to score 14 wins the game.

Play for the sake of the game!

Be kind, and friendly, and fair,

And take your luck when your own turn comes

To do your own bravest share!

And, if another one wins,

Why, give him your hand to shake!—

THE JOLLY BOOK OF PLAYCRAFT

For what you are after is happy play
And the good fun it will make!

So no one grows sulky or cross
And says that the turn wasn't right—
You both of you had a chance to win
But two *couldn't* win the fight!

SIMPLE SIMON'S FISHING GAME

Material Required for Making Simple Simon's Fishing Game: a round bandbox-cover—or a square one, some colored papers, some shoe-buttons or other buttons that are made with metal shanks, a bit of string, a straight twig, as many pins as there are to be fish-hooks.

Tools Needed to Make Simple Simon's Fishing Game: Scissors.

Simple Simon must have become tired of trying to catch a whale. He never succeeded, you know. That was the reason, no doubt, why he invented a fishing game in which he really *could* catch a whale, even if only a pretend one! He had no end of fun making his fishing game, and you will have a good time, too, when you make yours.

The pond is simplicity itself. It is only a big box cover turned over so that its rim makes an enclosure for the fish.

The fish—well, *they* are buttons! They should be placed so that their shanks are upright and they should be fished for with a bent pin that is tied to the end of a string.

The string is tied to the end of a stout straight twig

THE JOLLY BOOK OF PLAYCRAFT

that anybody can find. That is all—unless you wish to make paper fish and label each so that you know *what* sort of fish you have caught!

If you make paper fish, cut the outline of a fish in some colored papers, and make these paper fish anywhere from two to three inches long. Press the metal shank of a shoe-button up through the paper, so that you can angle easily for the fish.

Write on the back of each paper fish the name of some variety of fish you know. Write five names of a kind and be sure to have a WHALE, too! The names should be on the under side of the fish so that nobody will know what fish he is trying to catch. There are no particular rules for the game except FAIR PLAY. Everybody plays at the same time, each with his own rod and fish-hook. Nobody is permitted to angle for another person's fish unless it has been left. The one who gets the most fish wins. The one who hooks the WHALE is Simple Simon, of course! Everybody may angle for the very last fish in the pond; and if anybody quarrels, *that* fish will not count! THAT is according to the rule of Fair Play.

Play Fair! Never let a Sel-Fish be caught upon *your* hook!

Now see how long it takes to catch
A string of button fish—one batch!
A fisherman, as you will see,
Must be a patient man, for he
Must angle, angle all day long.



Simple Simon's Fishing Game Made with Button Fish and a Bent Pin for a Hook. The Fish-Pond is a Round Hat-Box Cover.



The Game of Mother Goose Golf, Made with Small Druggist Boxes.

SIMPLE SIMON'S FISHING GAME

It does seem really very wrong
When fish *won't* nibble—but yours will
And you won't need to keep so still,
Your button fish will *always bite*,
If you are fishing for them right!

THE GAME OF MOTHER GOOSE GOLF

Material Required for Making the Game of Mother Goose Golf: five small round or square drug-gist boxes, two small buttons that are very flat—one light one and one dark one—two large flat buttons of any color you wish, about nine ordinary pins.

Tools Needed to Make the Game of Mother Goose Golf: only a pair of fingers.

Perhaps you know how to play the real game of golf. That is fun—everybody says so! Real golf takes a great deal of skill and one plays it out in the lovely country; and one plays it with very mysterious sticks that make one take very queer attitudes; one plays it with little white balls that are always getting lost, and there have to be caddies to look out for the balls and to carry the sticks. No doubt, you know *all* about golf but you mustn't expect Mother Goose to invent a game so scientific! Mother Goose Golf is just a game of fun—that's all! If you like fun, you can try Mother Goose Golf some rainy day when real golf is quite out of the question.

Perhaps if you have started to save cardboard boxes, you have collected five very small druggist boxes. Take off the covers of these. Then place the

THE GAME OF MOTHER GOOSE GOLF

halves, rim upward, on a large table-top like that of the dining-room table. But be sure that there is a cover on the table!

Next find nine ordinary pins.

Cut nine small bits of paper shaped like flags—each about a half-inch square. Number each, running from 1 up to 9. Run a pin through each flag and then press the point of the pin down at the rim of each little open box. These are the nine holes of the Mother Goose Golf course. Place them about seven inches apart, so that they make the circuit of the table. Place them in order of number.

In real golf, a player tries to hit his ball about the course, making it fall into the holes. He must try to do this in as few strokes of his club as possible. In Mother Goose Golf, the one to finish the circuit of the course first, making the nine holes properly, playing in turn, wins the game.

HOW TO PLAY THE GAME OF MOTHER GOOSE GOLF

Two may play the game. One uses a dark button, the other a light one. More may play, if enough small buttons can be found. To distinguish these from each other sew colored threads through each center.

Start player's buttons, one at a time, at a marked spot seven inches from the first "hole."

Count out for beginner.

Play is made in turn.

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To make a play, press the rim of your small button with the edge of the larger one, so that the small button is made to hop in the desired direction—into the “hole” if possible.

Make the round of the holes in succession.

When a player's button falls into a hole, he has an extra turn. He takes his button from the hole and places it three inches to the left of that hole to start for the next.

The first to make the succession of nine holes wins.

I made a funny golf course—
I made it!— It was fine:
I played it with some buttons
And boxes that were mine!

It really took a bit of skill
To hop the button “ball”—
We had a golf match playing it
And Arthur won them all!

Someday, maybe, we'll play again
And I will win that day
Because my luck is sure to change
And I just love to play!

THE GAME OF BOX NINEPINS

Material Required to Make the Game of Box Ninepins: from five to nine small oblong druggist boxes about two inches long, a marble.

Tools Needed to Make the Game of Box Ninepins: a crayon.

Surely, you have played ninepins—but did you ever play it with little boxes? That is a different sort of game! If you can collect some small oblong druggist boxes, the game is easily and quickly made. The boxes do not need to be uniform in size but they should be nearly so. There ought to be at least five of them, and you may use as many as nine or ten.

Turn each over so that you can draw upon its back where there is no print. Mark a funny face upon each box.

I make believe my box ninepins are Indians and I write the names of Indians over the print on the other side of the box. It is much more exciting to play the game this way, I think. I have Red Eagle, Standing Rock, Rain-in-the-Face, Blue Dog, Red Horse, Sitting Bull, Big Black Crow, Brave Bear, Big Box Chief—you may name *yours* what you will.

The boxes, named and faces drawn, should be set on end so that they stand upright. Thus, they make

THE JOLLY BOOK OF PLAYCRAFT

a full tribe of Indians! You may even put short chicken feathers on their heads for head-dress. These may be poked down between the outer portion of the little box and its drawer. (If your boxes do not open with a drawer, you cannot do this, and the covers will need to be glued fast.)

The object of the game will be to see who can rout the most Indians. Indians are not easily put to rout and unless you can make your box Indian topple over, you've not got him!

Take a marble and place your Indian tribe on the floor in rows, as you think best, allowing at least three inches between each man.

Take your distance about six or seven ruler lengths away, and see if you can topple down your Indian!

If you have no marble, use a spool and make the "shooting distance" a little more than half of this. The spool will roll but it will not go quite as straight as the marble. See which you prefer.

HOW TO PLAY BOX NINEPINS

Count out for beginner.

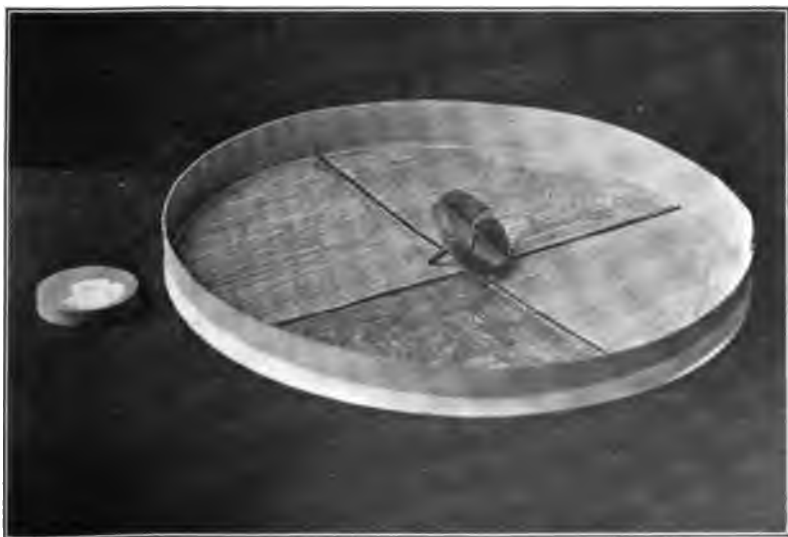
Place yourself at the proper point designed for start. Roll your marble or spool, trying to make a little box fall over.

If one falls over, it gives you another turn.

Each time one box falls, no matter how many turns this gives you, you are entitled to another play. No boxes may be set up again till you have finished.



Box Ninepins, a Game Made with Small Oblong Boxes and Played with a Marble.



The Game of Spin-the-Top, Made from a Hat-Box Cover and a Ribbon-Roll.



THE GAME OF BOX NINEPINS

The game is played in rounds. The first to make a score of nine wins.

Nine Box Indians live on my floor,
(When I have the boxes, I'll make some more!)
Every blessed Indian has his funny name
And every single one of them are ninepins in a game!

THE GAME OF SPIN-THE-TOP

Material Required to Make the Game of Spin-the-Top: a round or square bandbox-cover, the cover of a round box—or better still, a small-sized ribbon-roll of cardboard about three inches in diameter, and a piece of stout stick whittled to a dull point three inches long.

Tools Needed to Make the Game of Spin-the-Top: ruler and colored crayons.

It is always fun to spin tops, don't you think so? There are ever so many different kinds of tops. Each one needs to be spun in a different way. There are tops that you whip with a long lash to make them spin; there are tops that you wind up; there are tops that are spun with cord; there are tops that go when you set a spring; there are tops that you twirl with your fingers and let drop. This game is made with a top that you twirl with fingers just so!

The top is the most essential part of the game. Make it first. Find an old ribbon-roll of cardboard, if you can—a roll upon which Number One baby ribbon comes wound. This will be about three inches in diameter. Soak off the printed matter and clean it off entirely. Let the cardboard dry thoroughly after this.

THE GAME OF SPIN-THE-TOP

When dry, divide the roll into four sections as you see it in the picture. Use black crayons for drawing.

Find an end of pencil, or some stout stick about three inches long. Whittle it to a dull point. Press the point through at the center of the ribbon-roll and see how the top spins. The point of the top must be rather flat to spin well.

Remove the roll from the stick and color it: make one section red, one yellow, one blue, one green. Yellow and blue are called complementary colors. Red and green are complementary colors also.

Replace the ribbon-roll firmly on the stick again and glue it. Set it aside to dry while you make your game-board.

To make the game-board, you will need to have either a round or square hat-box cover. Divide this, just as you divided your ribbon-roll into four equal sections. A vertical line going from side to side and a horizontal line crossing it through the center of your box will do this. Draw on the inside of the box so that your box-rim forms a little fence around the board.

Color each section of the game-board just as you colored the top: red, yellow, blue, green.

That's all—now for playing the game!

HOW TO PLAY SPIN-THE-TOP

Players play in turn. Any number may play—two, three, four.

Count out for beginner.

THE JOLLY BOOK OF PLAYCRAFT

Play is made by twirling the top, starting it and keeping its point at the center of the game-board before letting it spin by itself. Then, let it go. Wait till it stops.

The object of the game is to obtain a count of 4.

The count is obtained when one section of the top rests upon a corresponding color in the game-board. This counts a player 1.

When two complementary colors come together (for instance if the section of the top rests on yellow and it lies on a blue part of the game-board), the count is 2. Other plays, in which colors do not correspond or are not complementary, do not count.

The first to make 4 wins.

If there is at any time doubt as to which color is obtained, start that play over again.

I made a top to spin around
Out of a ribbon-roll I found,
And with a hat-box cover, too,
It made a game that was quite new!

THE HISTORY GAME

Materials Needed to Make the History Game: a square bandbox-cover or the cover to some box equally large and shaped square, one heavy button.

Tools Needed to Make the History Game: a colored crayon, a ruler.

Perhaps you have thought it difficult to remember historical dates. Here is a game that will be amusing to play and yet will help you to remember them. It is called the History Game and is made on the inside

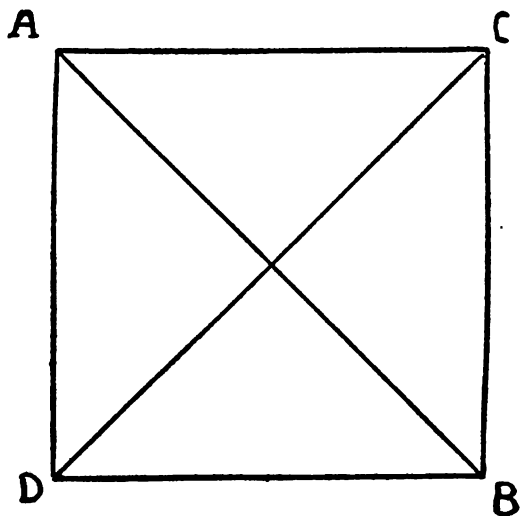


Diagram for the History Game

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of a large square box cover. The object of the game is to obtain the numbers that one may combine to make a historical date. See if you can do it!

Take your large square box cover and turn it rim up. Draw a line from corner to corner as here *A-B* and *C-D*.

Take your ruler again and with crayon outline the square at the center of the box cover. Measure four inches down on the line *A-B* at top and at bottom and make a mark there. Do the same with the line *C-D*. Connect all marks by a direct straight line and this gives the square.

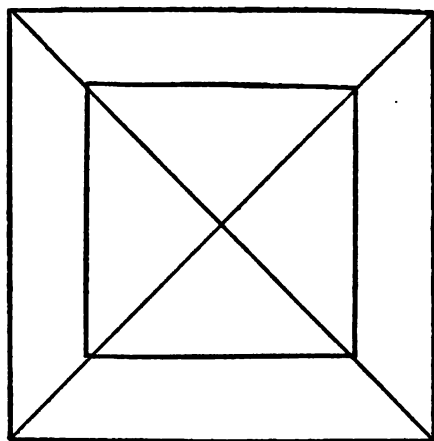
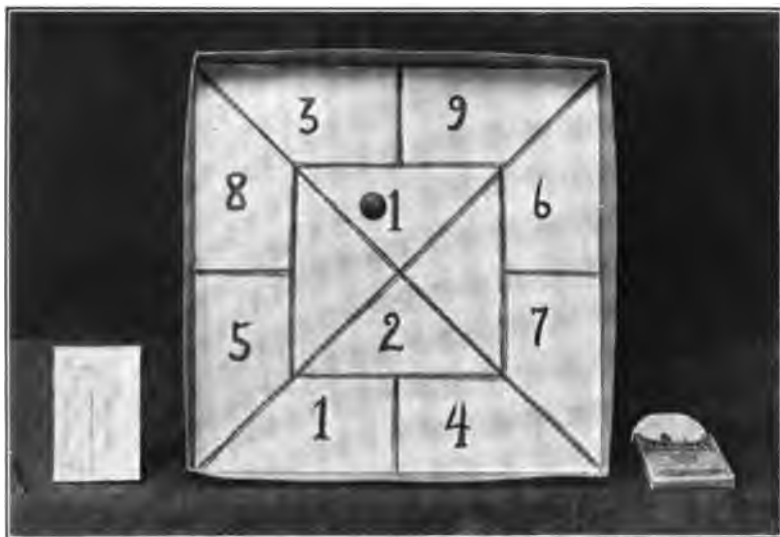
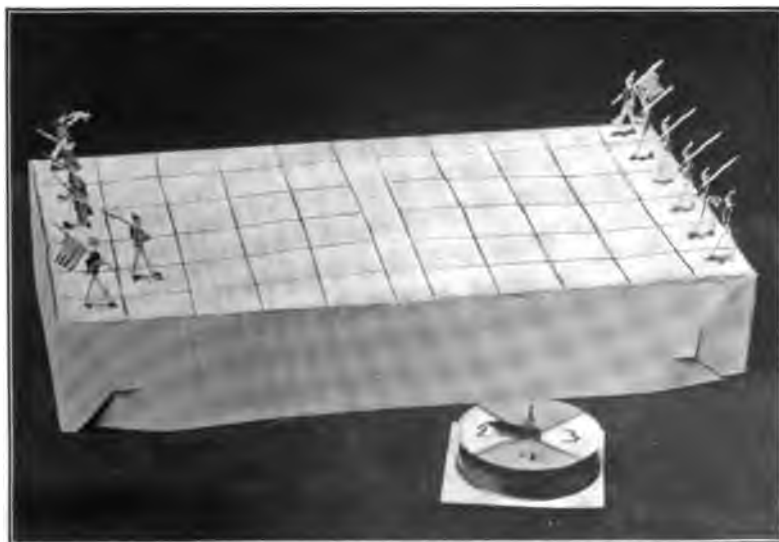


Diagram for the History Game

Now, number the sections of the game-board as you see them numbered in the picture of the finished game. And the game is finished and ready to play!



The History Game Made Inside a Large Square Box Cover and Played with a Big Button.



The Soldier Game Made on the Bottom of Half an Oblong Box and Played with Tin Soldiers.

THE HISTORY GAME

HOW TO PLAY THE HISTORY GAME

As many as wish may play the History Game.

Score must be kept of each player's winning.

Count out for order of play.

Stand two feet from the game-board.

Let the game-board lie flat.

Toss the heavy button. Your count is the number where it falls. (Suppose on your first turn, you obtain 4, on the next 2, on the next 1, and on the next 9. What historical date do these numbers make? Why, 1492—a date that everybody knows!)

It is well to start out with some special date in mind and try to obtain this. It may take several turns to achieve a date, for no date that has been given once, counts in a long game. Really, you may make this game short, making the winning score the first date obtained, or you may make the winning *two historical dates*. This depends much upon how many players there are. One date is better for a short game. And, every winning player must give a statement of what occurred to make the date he has obtained famous.

In *Fourteen Ninety-Two*,
Columbus sailed the sea—
And, if it hadn't been for *this*,
WHERE would we ever be?

THE SOLDIER GAME

Material Required to Make the Soldier Game: the lower half of a cardboard box about twenty inches long and twelve inches wide—one shaped like that in the picture, twelve buttons of two different kinds.

For a counter, any round or small square box three inches across its top, a pin or round-shanked paper-fastener to act as pivot for the counter's indicator, and a bit of cardboard from which to cut the straight hand of the indicator.

Tools Needed to Make the Soldier Game: a ruler and a crayon.

If you would like to play the Soldier Game with your toys, you must have at least twelve tin soldiers. These sell at ten-cent stores for five cents a box and you may easily buy some, if you save pennies. But if you should be so very hard up as not to be able to amass such a fortune, you can make the Soldier Game and play it with buttons. The one who wins is the one who has the most men on the board after the two armies have had their encounter.

This is how you make the game: for it, you must have an oblong cardboard box—with or without cover. Draw upon the side that has no print.

THE SOLDIER GAME

Divide the length of the box into two large squares with space between them. Measure the width of your box with a strip of soft paper. Fold this into three equal parts and fold again. This gives you needed spaces to mark off for play. Measure the distances first at the end of your box. Then make the other lines crossing the first to form squares. If you look at the picture of the Soldier Game, you will see how the game-board should be. Opposite ends of the box should each have thirty squares and the lines that form them should be on the same plane.

That is all!—All except the counter.—You can see that, too, in the picture. It is just a small box turned so that its base is changed to top. This is ruled off, with crayon, into four equal sections. The sections are numbered 1, 2, 3, 4.

For the counter, cut an indicator from a strip of good strong cardboard and if you have nothing better than a strong pin or a long tack, use this to form the pivot upon which the counter's indicator should revolve. For this purpose, a round-shanked paper-fastener is better than either pins or tacks, for its shanks may be pressed back inside the little box to make the counter more durable for long play.

HOW TO PLAY THE SOLDIER GAME

Two players may play. Each must have six soldiers or six buttons. (Soldiers may be of similar uniform but buttons must be of distinguishing color.)

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Count out for beginner.

Play is made in turn by revolving the indicator on the counter and taking the number it stops upon for one's count.

To make a play, move any man you wish forward as many spaces as the counter has given you. If you can take another player's man by resting on the same square with him, you may move to right or left as well as forward in order to accomplish this with your count.

If any man of yours has crossed the division line between camps (the two different sides of the board divided into squares) he may, if he can, turn back into his own territory; but lead soldiers, when used for men, must always face toward their antagonist's territory, even when going home. It is in this way that players' men may be distinguished one from the other. (With buttons, this does not matter, as color distinguishes men.)

The one to have the most soldiers at the close, wins the game. This will be the one player whose army has taken most prisoners. (But this is only practice; it is not a battle. That is why the men are probably the same set from your toy soldier box.)

THE GAME OF THE KING OF FRANCE

Material Required for Making and Playing the King of France: is the same as that of the Soldier Game.

The King of France and ten thousand men all marched up a hill and then marched down again, so the jingle of Mother Goose says. It sounds as if they had done a very foolish thing but I don't believe it. Probably they had their reasons for marching up that hill. I think the King wanted to test his men, very likely, to see which were the most efficient. So, he divided them into equal numbers and sent one division up one side of the hill and the other up the opposite side. The one division that reached the top of the hill and could get home again first was, surely, the best. Do you think it was so? I do! I made a game of the King of France and his ten thousand men—only I used lead soldiers and had but twelve. I divided these into two divisions, six in each, and I played the game on the board I made for the Soldier Game.

HOW TO PLAY THE KING OF FRANCE

Two players may play. Each has a division of the King of France's army to captain.

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Play is made in turn. Count out for beginner.

The beginner spins the counter and may move his men only on an even count. He may then divide the count between two men and move these forward on the game-board.

Try to keep men in line.

The hill-top is the middle of the game-board. *All* men must be moved upon this and turned about before any can turn back.

The player who can get all his men back to their starting place first wins and the King of France calls this his leading company.

You may play the game in rounds, making the winning three out of five games.

The King of France
And ten thousand men—
They marched up a hill,
And then marched down again!

That's just exactly how
I go to school each day
For when my school is out
I come right home to play!

THE GAME OF BOATS

Material Required to Make the Game of Boats: the lower half of some oblong cardboard box from eighteen to twenty inches long and about twelve inches wide, two small boxes about an inch long—or the two halves of a walnut shell, some dried white beans. (Possibly some cut-out pictures of ships.)

For counter, a bit of twig and a small square top of a druggist box—a round one not more than an inch or two across its cover—will answer as well.

Tools Needed to Make the Game of Boats: scissors, crayons—perhaps a very wee bit of paste.

Yes, it is fun to travel—it is fun to travel over a cardboard ocean in a play ship too, and you can have a good time even if you can't be upon a real ocean with big waves that are like hills. The cardboard ocean *may* be flat but it is exciting, for ever so many things *might* happen there. And so, there is a game that you can make about all this.

Find the lower half of some good-sized cardboard box and turn it over. The bottom of the box makes a clear space to draw upon. Take a brown or green crayon, and, at both ends of the box, draw *land* as the maps and geographies represent it—a wiggly outline

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with a cape enclosing a rounded bay or something like *that*.

Next, color the space between land ends blue with blue crayon. Do this lightly and with wavy lines to look like waves.

Decide at what spot you will have your harbor and what the name of the port at the harbor's mouth is to be. You can print it in small letters, if you wish. You will need to have another port at the opposite end of the box also. Name this and write or print its name.

Next, place a series of numbers—from *1* to *15*—so that these run across the box as shown in the diagram.

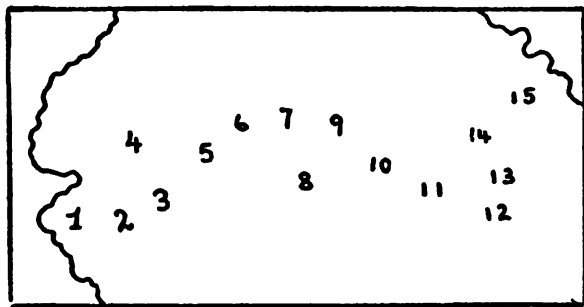


Diagram for the Game of Boats

Place the numbers *4* and *12* out of the course a little way. Place the number *8* also out of the direct route. Number *1* and *15* should be at the ports. That is all there is to the game-board.

The counter is made exactly as the top for Spin-

THE GAME OF BOATS

the-Top was made, only that it is constructed with the cover of a small box and its four sections are numbered 1, 2, 3, 0. If you prefer a counter that is used in some other game—one that twirls with an indicator, make that. The top of the box is divided crisscross and sections are numbered. A cardboard indicator is cut with a pointed end and placed on a pivot made with a pin or a small round wire shank.

The boats that travel over your ocean may be small cardboard boxes, buttons, or walnut shells. If you use small druggist boxes, pictures of ships may be found in advertising pages of magazines. Where these are small, they may be cut out, colored and pasted to the sides of boxes.

Your ships carry cargo—dried white beans or buttons.

Cargo is carried to an opposite port and left there.

The first to dispose of all freight, wins for he has made the most successful trips.

HOW TO PLAY THE GAME OF BOATS

Count out for beginner.

Two may play the game.

Each player must have a ship that is easily distinguished from that of his opponent.

To each player is given a supply of five beans or buttons which he must deliver at the opposite port.

Each player chooses which port shall be his. The one who starts the game chooses first and the other player takes the remaining port.

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To begin, each places his ship at his port on the number *1* or *15*.

Each spins or twirls the counter and takes the number of beans which it directs. These are placed in each ship, either in the little box, or inside the shell of the walnut or on the button, if large enough. This cargo is to go to the opposite port. Twirl the counter once again and start across the ocean making as much advance on the numbers of the course as your counter has allowed.

Number *4* and number *12* are *Fog*. Fog takes you from your direct course. You stay there over one turn.

Number *8* is "Speeding" and takes you forward two new numbers.

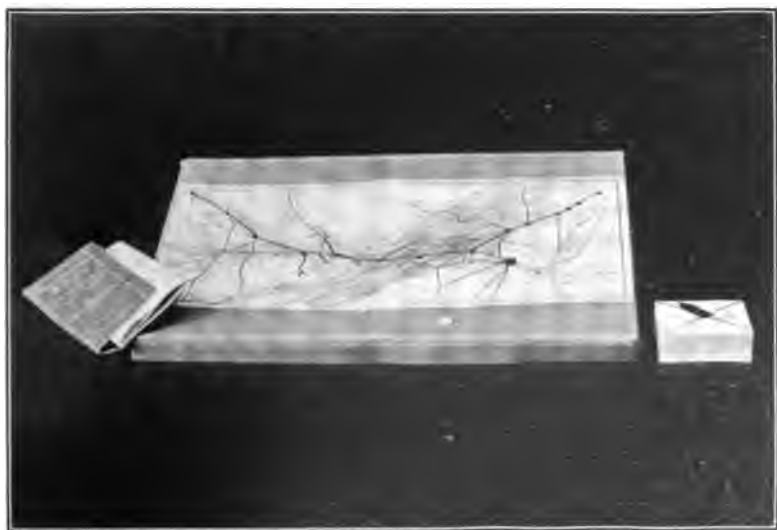
If, when you make port, you have part of your count left over, you may deposit your cargo and return for a new one on the same count.

The first to deliver all shipments is winner.

The ocean is so big and blue,
I like to sail on it—don't *you?*—
I love the ships, the waves, the sky,
And all the islands that pass by—
'And, someday, when I am a man,
I'll be a sailor, if I can!



The Game of Boats, Made on the Bottom of a Long Box and Played Either with Buttons or Cut-Out Ships Pasted to Tiny Boxes.



The Railroad Game Made from an Old Time-Table Map and Played with Buttons. The Counter is Made from a Small Square Box.

THE RAILROAD GAME

Material Required to Make the Railroad Game: an old map cut from a disused time-table—one upon which lines of travel are clearly marked, the cover of a cardboard box upon which this may be pasted, two buttons of different kinds, small.

For counter is needed some small round or square cardboard box three inches across its top, a round wire paper-shank for pivot of its indicator, and a narrow strip of strong cardboard from which to cut the indicator-hand.

Tools Needed to Make the Railroad Game: only a bit of library or starch paste.

Probably you never knew that a railroad map might be made into a good game—but it CAN. See! Here is one! You may make one with almost any map you find. It may be that you will come upon a small map of the United States, and if that is not too long to fit your box you may use it, or a portion of it. In the game you see in the picture, the trip made was from New York to Chicago—not direct, but across the Southern States.

First, mount the map on the box. Next, examine it carefully and mark all the principal stops—all large cities that are more than an inch apart.—I had

THE JOLLY BOOK OF PLAYCRAFT

thirteen stops all marked in black crayon so as to be very distinct indeed.

The counter is easily and quickly made from a smaller box by ruling a line from corner to corner, if the box is square; and if round merely crisscross. Number each of the four sections. Use numbers 1, 2, 3, 4.

HOW TO PLAY THE RAILROAD GAME

Two players play the game. One starts at one end of the route at the last principal city—the other starts opposite.

Count out for beginner. Play in turn.

Place buttons at starting places.

Spin the counter and take the number it indicates for your move.

In reaching the opposite side, an exact count such as is needed to make the destination with nothing left over is needed.

One must make a round trip to win the game.

The first to come back to his starting place wins.

No two buttons may ever rest on the same city. The count that brings a second player on a place already occupied is forfeited always.

Come take a trip with me,
Upon a pleasant day,
All on a railroad-map—
(We'll stop upon our way!)

THE CLOTHES-PIN GAME

Material Required to Make the Clothes-Pin Game: the lower half of a cardboard starch-box and six clothes-pins.

Counter is any small round or square box not over an inch and a half in width.

Tools Needed to Make the Clothes-Pin Game: a black pencil, colored crayons, some paste.

If you happen to be six or seven years old—or maybe older—some rainy day when there is nothing to do but watch the rain-drops and wish that it would clear, go to your hoard of cardboard boxes and find the lower half of some box about five inches deep and eight or nine inches long. Then, in the laundry, find six clothes-pins. You can return them after having played the game and the laundress can use them again as soon as they are washed. Probably she will laugh to see what you have made of them—why, real little men, to be sure! Yes, and you play the game with the funny clothes-pin men, you do!

It takes no time at all to fix the game for play. Divide the box into halves. Use your black pencil for this.

Make the counter next. It is any very little box

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you may happen to have. Glue its top fast. Color one side red and the other side blue—or make any other choice of colors that you wish.

Color the tops of the clothes-pins to match, three red and three blue, or make the three match the colors you yourself wished to use. The colors show to which player these clothes-pins belong.

With black crayon, mark a funny face on each clothes-pin, right under the knob that you have colored. This little knob then shows plainly that it is a cap. The color of the cap shows to which player the clothes-pin man belongs. You may paste straight strips of colored paper behind the clothes-pins to form arms. The ends of the clothes-pins may be colored, to represent the trousers of the clothes-pin man.

How is this game played? Well, here are the rules!

HOW TO PLAY THE CLOTHES-PIN GAME

Two players may play.

Count out for beginner.

Each player has three men whose caps are all colored the same shade.

The object of the game is for one player to place three men upon the box. The first to do this wins.

To start play, take one man. (None should be upon the box.) Toss the box that is the counter: if *your* color (like that upon the caps of your men) is uppermost, place one man on the box.



The Clothes-Pin Game Made from the Lower Half of a Cardboard Box and Played with Clothes-Pin Men and a Small Box for a Counter.



**Box Croquet, a Game Made from Narrow Cardboard Boxes and Spools.
The Balls are Marbles.**

THE CLOTHES-PIN GAME

After any player has placed two men on the box, his opponent may take off these any time he turns up the other player's color. Otherwise, he places his own man. (In some cases, a counter will not fall on its side but will stand upright. In this case play is forfeited.) To win the game is harder than one might imagine, but long games are fun on rainy days, don't you think so?

The fairies, they are very small,
Just little things, you say,—
And maybe that their treasures
Are little the same way!
If just a golden pumpkin
Could make a coach and four,
Why, magic must be *all* around
Close to our own back-door!

THE GAME OF BOX CROQUET

Material Required to Make the Game of Box Croquet: three narrow cardboard boxes about seven inches long and two or three inches wide, six empty spools, a strip of strong cardboard, a bit of string, two marbles.

Tools Needed to Make the Game of Box Croquet: a pair of scissors, a box of crayons.

If you look at the picture of my box croquet game, I really think you will see for yourself exactly how it is made, but I will tell you exactly how I did it. It can be played indoors on the rug. Of course, it cannot be played outdoors. *There* you have a real croquet game on the lawn, I hope!

Spools, to begin with, are the stakes. Glue one end of a spool to another. Stand them on end. I used large spools for bases because that is better. It makes a stake more steady.

I cut two long cardboard strips each sixteen inches long and not quite an inch wide. Each, I folded through its center around a small spool and I tied the spool fast to the cardboard strip with string. Then, I tied the two ends of cardboard together at the top of the mallet handle and I made a colored

THE GAME OF BOX CROQUET

stripe with crayons on each because mallets *always* have to have that to make them match the balls. I chalked my marbles to match also; but if yours will not take crayon markings just simplify matters by selecting colored marbles the shade of the mallet stripes.

My Box Croquet had only five wickets. That is all that one needs for so small a game, I think. I cut the wickets from my cardboard boxes, using the lower half of the boxes.

When you make your game, first cut this lower portion of your cardboard box into two even sections. Next, leaving a strip of the bottom, cut away most all the rest of the cardboard from each half. In this way, you make two wickets from each narrow candy-box you have to use. Three boxes made six wickets but you will need only five.

Box Croquet is played as nearly as possible like real croquet. To play it, lay the game out upon a rug, making the stakes twelve inches from the end wickets. Place one wicket in a line half-way between these and a wicket at each side. Start your ball six inches from the stake.

HOW TO PLAY BOX CROQUET

Players play in turn, hitting marbles with mallets. Count out for beginner.

When a marble passes through a wicket, this gives another turn.

When you hit another marble, you have another turn

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but you must leave the other marble where it was.

To win, you must go to the opposite stake, strike, and come back. The first to hit two stakes properly, according to rule, wins the game.

If you will come to my house,
I'll tell you *what* we'll play—
We'll have a dolls' croquet-match
Upon my floor to-day!

And you may have the blue ball
And I will take the white—
Because you like the blue ball,
I like to be polite!

A ROBIN HOOD ARCHERY GAME

Material Required to Make an Archery Game: one shallow box about twelve inches long, some tissue paper, a small branch of some straight-limbed tree, two paper-fasteners.

Tools Needed to Make an Archery Game: a pen-knife, a bit of paste.

Outdoors, it is fun to play with bows and arrows that shoot a long distance but indoors one cannot do this. The next best thing, when you wish to shoot at a target indoors, is to make a game that you can play with this way. And you can do it, too,—yes, you can!

Your target is made by fitting the lower half of a cardboard box to the back of its cover as you see it in the picture. Fasten the rims of the box with paper-fasteners, one on each side. Then, you will have a target that stands firmly. But you cannot shoot through cardboard with your small arrows, so cut out a circle from the upper part of the box cover and paste a square of tissue paper behind it. THAT you can shoot right through and when you do, a new piece is pasted on the target.

Every boy knows how to make a bow and arrow, I

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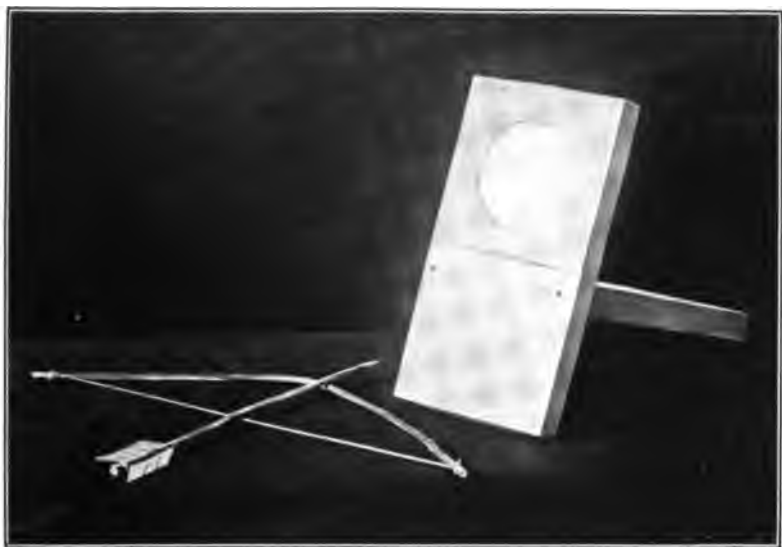
hope. The one in the picture is simply a twig bent and tied with string. You can see exactly how I made it. Straight twigs nicely whittled make arrows. Your bow should be about twelve inches long. Arrows should be seven inches long.

Stand six ruler-lengths from the target, and see if you can hit it so that your arrow goes through the tissue paper.

You know yourself how to shoot. You do not need to play with anybody else, but you can play with the target as a game by taking turns at shooting toward the mark. Of course, the one who shoots through the tissue paper first is the best shot and the best shot in any archery game is Robin Hood! Isn't it?

There is no rule for this game except the one that applies to all games, FAIR PLAY. And always shoot downwards toward the target on the rug. In this way, no possible harm can come to anything—and, if puss is in the way, shoo her off!

Robin Hood shot well
And William Tell did too—
I wonder which one shot the best?
I only wish I knew!



A Robin Hood Archery Game Made with a Box Target and an Arrow Whittled from a Small Straight Twig.



A Game of Quoits Made from a Mailing-Tube, a Small Box and Raffia-Braided Rings.

THE GAME OF PLAYCRAFT QUILTS

Material Needed to Make the Game of Playcraft Quilts: a cardboard mailing-tube, the lower half or the cover of some small cardboard box about four inches in size, raffia from which to braid rings—or cardboard from which to cut them. Old brass curtain rings may also be used.

Tools Needed to Make the Playcraft Quilts: a pair of scissors and some fingers.

Surely, you can make a game of quilts all yourself! Find a cardboard mailing-tube and a small cardboard box not more than four inches across its top. Cut a piece the size of an end of the mailing-tube from the base of the cardboard box, and turn it over. Fit the mailing-tube down into this stand, firmly. That is the stake and it is finished!

The playcraft quilts may be used either indoors or outdoors. If used outdoors, there should be no wind for the rings are light. They may be braided from raffia or from heavy string, if you prefer.

Use several thicknesses of raffia length—or string—and cut each into length about twelve inches. Sew or tie ends together and there are your rings! Make three.

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Rings may be made from cardboard by cutting strips and sewing ends of strips fast together. Brass curtain rings may also be used, if not too heavy.

HOW TO PLAY THE GAME OF QUOITS

Two or three players may play the game.

Count out for order of play.

To make a play, toss the three rings in succession trying to get them over the stake.

Stand at least five ruler lengths from the stake when tossing rings.

The first to make a score of 12 wins.

Quoits are fun,—an' I like to play
Throwing rings at a stake this way—
This game of quoits I made for fun
I played with Bobbie an' I won,
An' Bobbie says he'll make one too.
He's got a mailing-tube all new!

BOX LOTTO

Material Required to Make a Game of Box Lotto: the two halves of a shallow box similar to that in which letter-paper comes packed, an old calendar-pad containing the numbered days of two months, some cardboard from which to cut *markers* or a handful of dried white beans.

Tools Needed to Make Box Lotto: a pair of scissors, some paste.

Box Lotto requires some scissor work and paste for its making. To make it you must have the shallow halves of two boxes or two small covers that have fitted together to form one box. Also, you will have to hunt for two numbered leaves of some calendar that have thirty days to a month printed on them.

It takes very little time to make the game: first, cut out the numbers from the calendar in neat squares. Mix these well and then place fifteen in one box cover and fifteen in the other, pasting the numbers in neat rows with space between. If you look at the picture of the game, you will see how this should be done.

Now, if you can find another calendar-leaf that has another thirty days upon it, cut these out in the

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same way and mount these upon small squares of cardboard, each separate. The cardboard squares should be about an inch in size and it will take little time to make them. If you have no other numbered calendar-leaf for your play, write the numbers on the cardboard slips yourself. Write plainly and underline the number six and the number nine.

You will need a handful of dried beans. When these cannot be found, take a square of colored cardboard or the bright cover of some old pamphlet, and cut this into thirty small squares each about a quarter of an inch in size. When these are cut, your game is ready to play. Each player takes one numbered box cover for play.

HOW TO PLAY BOX LOTTO

Two may play the game. It is played in three rounds. To win, a player must have two rounds to his credit.

To start the game, turn all numbered cardboard squares over so that numbers do not show. Mix these up very thoroughly. Keep them in a pile in the center of your play-table.

Count out to see who shall start.

The player who starts, takes a numbered square from the center of the table. (He must not see the number he is drawing.) He turns the number over and calls it. Then, the player who has this number draws a bean and puts it over the number that has been called and that is in-



Box Lotto, a Game Made Within the Two Halves of a Letter-Paper Box, and with the Numbers Cut from a Calendar-Pad, and with Dried Beans.



There-and-Back, a Game Made upon the Bottom of an Oblong Letter-Paper Box Turned Over. The Counter is a Small Cardboard Box.

BOX LOTTO

side his box cover. (If colored squares cut from cardboard are used for markers, he draws one of these instead and places it over his number.)

Place the square from the center pile, after it has been called, aside. The next player then takes his turn and calls a new number.

The first to have filled his box with paper-markers or beans to cover its fifteen numbers wins a round of the game.

Then, start again, mixing numbers in the center pile well.

The first to win two rounds—to him is victory!

A calendar and beans have made
A jolly game with which I played—
I made this game and *you* can too—
It is an easy thing to do!

THERE-AND-BACK

Material Required to Make the Game There-and-Back: half of some box about six or seven inches long and about four or five inches wide, eight small wooden button-molds or four white buttons and four small dark-colored buttons. (These may or may not be alike in shape but must be of similar tone so as to be easily distinguished for play.)

The counter for play is made as other boxcraft counters are constructed for games. A round or square box is required and a small cardboard indicator-hand is cut for this. It is made to revolve upon a pin or a wire shank.

Tools Needed to Make There-and-Back: a ruler, a pencil, some colored crayons.

See that you have all materials required to make the game. Then, measure eight divisions on each end of your box. An easy way to do this is to cut a soft piece of pad paper in a strip the exact length of the width of the box. Fold this twice—then you have halves. Fold halves once and you have fourths. Fold fourths and you have eighths, the eight divisions you are after! Each crease in the paper shows where a division line should come. Mark these upon the

THERE-AND-BACK

two ends of your box and join them evenly with parallel lines.

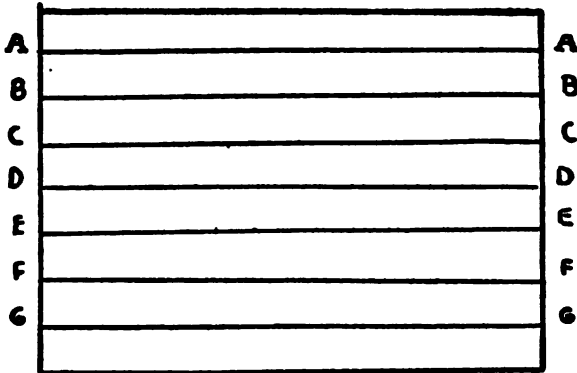


Diagram for There-and-Back

Measure the length of your box sides. Use a piece of folded paper the same way, making eight divisions.

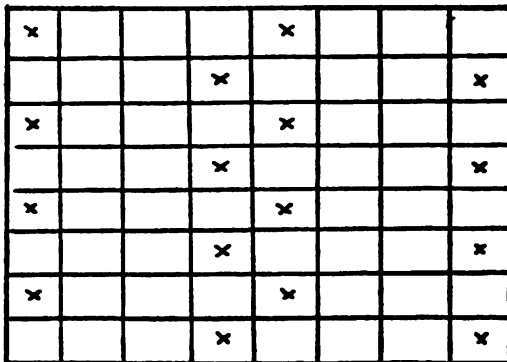


Diagram for There-and-Back

Mark these off on the sides of your box and join the two opposite points making seven parallel lines.

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This gives you the game-board marked off into small squares.

Color four squares alternately at each end of the game-board.

Color your squares with green crayon, or brown, or black, just as indicated in the diagram where squares have small crosses in them. Then, the game-board is quite finished.

Take any small round or square box or box cover you wish to use as counter. Divide it into four equal sections. Number three of these and leave one section blank.

Cut an indicator to spin as hand upon the counter. Place this upon a pivot made of a stout pin or a wire shank that has rounded sides. See that the indicator-hand revolves easily and spins without impediment.

Last of all, color your small wooden button-molds that are used to play the game. They may be colored four blue, four red. Buttons, when used in the place of button-molds for men, simplify work. Two different kinds are required, four of one color and four of another. These may or may not be of the same size.

That is all.

HOW TO PLAY THERE-AND-BACK

Two players may play the game. Count out for beginner.

The beginner selects his color from button-molds or from buttons, four men alike.

THERE-AND-BACK

Each player arranges his men on white squares at opposite ends of the game-board.

Each player in his turn spins the counter and moves as many spaces as it directs, either to right, to left, or straight ahead.

All green squares are *safety-squares*. A man placed on a safety-square may not be interfered with.

No white squares are safety-squares and when any player lands upon one of these where his opponent has placed a man, the opponent's man must go home—back to the starting end of its player's side.

Players must cross the board to the opposite side, getting *all* four men together upon green squares there before starting home again. The one who can go There-and-Back first wins the game.

Play must always be made forward but may go also to right or left if *forward*.

Little box game and button men—

Spin the counter around again:

One, and two, and here I go

I'm ahead of *you*, I know!

Little box game and button play—

Who'll go There-and-Back to-day?

THE HAPPY SQUIRREL'S GAME

Material Required to Make the Happy Squirrel's Game: a cardboard box cover at least twelve inches by nine, about twelve small button-molds or more, if you can find them. (An assortment of small buttons may be used, if desired—some twenty of them.)

For counter, any very small round or square drug-gist box may be used.

Tools Needed to Make the Happy Squirrel's Game: crayons.

Did you ever try to draw a tree? It is a simple matter, isn't it! Everybody can draw a tree! And, if you can draw a tree, you can make a squirrel game. —WHAT is a Squirrel Game? Why, you see Squirrel Games all about you in the fall! It is gathering a store of nuts, of course! In fall, bluejays are busy with nuts and nut-trees playing with the chattering squirrels.

If your box has print upon its cover, turn it over and use the bottom of the box to draw upon. If you have a box cover with print upon it, paste brown paper over the entire cover. Cut edges neatly and use the covered top to draw upon. Then, draw your tree! Make it a large and spreading one. Color its leaves and foliage green and its trunk brown.

THE HAPPY SQUIRREL'S GAME

The buttons are nuts. Place them upon the tree where you will.

In the picture of the game, you will see a squirrel and a bluejay. I cut these from cardboard and colored them. (Something about the bluejay's tail does not look quite right. I think he is twirking it too much!) I mounted each figure on a spool. I glued a strip of cardboard to the back of each cardboard figure, and ran it down through the spool, and glued the cardboard strip fast. (The squirrel and the bluejay look as if they were standing on stumps, don't you think so?)

The counter is just a druggist box. Its cover should be glued on tight so that it will not come off. Color one side green and the other brown. Green means *no nut*. Brown means *one nut*. Will the bluejay or the squirrel get the larger store of nuts from *your tree*?

HOW TO PLAY THE HAPPY SQUIRREL'S GAME

Two players may play. One takes the part of Squirrel and one takes the part of Bluejay.

Count out for beginner. Beginner makes choice.

Play is made in turn by tossing the counter. If it falls with green up, the player who has tossed it gets nothing. If it falls brown side up, the player may take a nut from the tree. When the counter rolls off the table or falls so that it stands upright, the other player takes a nut from the store of the one whose turn it was. The one to

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obtain the largest store of nuts wins. You can
play the nuts are hickory nuts.

The squirrel and the bluejay
Are playing in a tree—
They try to make a feast of nuts.
That is their game, maybe!

I'd like to be a squirrel
To jump about all day—
Let's make a Happy Squirrel Game!
Do come with me and play!



The Happy Squirrel Game, Drawn on a Box Cover and Played with a Small Box and Some Buttons or Button-Molds.



The Game of Playcraft Jackstraws Made from Twigs. The Hook is Made with a Bent Pin Pressed into a Straight Twig-Handle.

THE GAME OF PLAYCRAFT JACKSTRAWS

Material Required to Make the Game of Playcraft Jackstraws: a shallow square box about eight or ten inches in size, a handful of very small twigs, an ordinary pin.

Tools Needed to Make the Game of Playcraft Jackstraws: a pocketknife that isn't very sharp.

Did you ever make a game of Jackstraws? Try it some day when you are where you can pick up little twigs.

First, gather a handful of small twigs—very small ones from bushes or from the ends of small tree branches. Strip all leaves from them and, as far as possible, cut all twigs the same length. Make each "straw" about three inches long. Let some be straight. Leave some forked. Let others be curved. Give as wide variety of shape to your twigs selected for the game as is possible. Make about twenty-five "straws" and whittle off the bark from each.

Next, find some stout pin and slip it into the end of a strong piece of twig about four inches long. Bend the end of the pin to form a hook. This makes the holder and hook for play.

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Next count out to see who is to start the game, and place the jackstraws on the top of your square box. You are ready to play, now.

THE WAY PLAYCRAFT JACKSTRAWS IS PLAYED

From two to four players may play. Count out for order of play.

Try to get a "straw" without moving the pile. If you can do this, take it from the box without touching your fingers to it, using the hook only. If you move the pile, your turn is lost.

Every forked twig counts 2. Every straight twig counts 1, every curved twig counts 3.

Then, when the pile is demolished and all straws have, somehow, been taken, the player who has the highest count is winner.

Absolutely *no jiggling* is permitted—FAIR PLAY!

I went to walk with Daddy
Out in the great green wood—
We picked some pretty wintergreen
That tasted very good:
And Daddy made a Jackstraw Game
Of little twigs for me—
We played it when we came back home,
With Mother, after tea.

THE GAME, FEEDING THE DUCKS

Material Required to Make the Game, Feeding the Ducks: the half of some long box about twenty by fifteen inches or smaller, two small ducks commonly found in toy-shops that sell water-toys, five buttons that need not be alike.

The counter may be of any kind you like best to use. It must have numbers up to 4 upon it.

Tools Needed to Make the Game, Feeding the Ducks: crayons.

Of course, *you* know what fun it is to watch ducks or swans in the park! It is fun to watch them but, surely, it is much more interesting to feed them, if you have a bit of bread to toss! Then, they will come swimming toward you and each will try to get the bit of bread. It is a regular game, the first one to reach it and swim off with it, wins! There you have it—a game you can make yourself! You can draw the park pond upon the base of some cardboard box that is free from print, and with two water-toy ducks you can play at feeding the ducks! When you play your game, however, it will be much more amusing because you will pretend you yourself are a duck, and you'll know how it feels to have somebody swim right

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ahead of you, suddenly, and GRAB a nice dainty morsel!

In playing the game, you will need five buttons. These will answer for crumbs to throw to the water-toy ducks.

You must have a counter. This can easily be made from a small box about four inches square—or a round one, if you prefer. Divide the box into four equal sections as you see illustrated in the picture of the game. Number sections 1, 2, 3, 4. Cut a bit of cardboard shorter than the length of half the box. Make it about a quarter of an inch wide and cut it to a point at one end. This makes the indicator-hand. If you have a wire shank that makes a round hole, press this down through the unpointed end of the cardboard which is to make the indicator-hand. Press it also down through the center of the box-counter and then make fast the two halves of the shank by opening them inside the box. See that the indicator-hand moves easily around this pivot to spin swiftly.

Now make the game-board that is to represent the lake or pond. Take your box and turn it over so that you have a clear space to draw upon. Where you have only an ordinary long box cover that is covered with print, paste some wrapping-paper over the entire box top and let it dry before beginning to draw.

The pond must have irregular sides. Draw these so that the pond will not look too square or too round, but rather oblong like the one in the picture. Draw

THE GAME, FEEDING THE DUCKS

the land around this pond with brown crayon, and then make the edge green by filling in with green crayon around the rim of your box to represent grass.

Have you ever watched the ripples on a lake? It is hard to represent these upon a box but we can do it by making nine irregular wavy lines that cross the box lake at equal, or nearly equal, distances of two or more inches apart. This divides the pond into ten sections. The ducks or swans, of course, must be placed in a group at one end of the box lake by the shore. Place your water-toy ducks there. Each player must have his own duck. It is very easy to buy different kinds of water fowl. There is always some way to distinguish one bird from the other even when the toys *are* painted alike. But, if your eyes are not sharp enough to find this distinguishing mark, touch the wings of one bird with a bit of brown crayon, and the other with blue crayon.

Now the game is ready to play. Place one of your buttons in the center of the board. This is the way to start the game.

Each time that a duck gets the food by reaching that division of the game-board with his count, start a new button one space further away from the bank where the ducks are so that when the last comes, it will be away across the lake at the other end of the box lake by the opposite shore. The duck who is quickest to get the food and the player who gets the most buttons win! There are five rounds in the game.

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HOW TO PLAY THE GAME, FEEDING THE DUCKS

Two players may play the game. Count out for beginner.

All play is made in turn by spinning the hand of the counter and taking the number that is on the division upon which it rests. This player's swan may then move from the shore to the first section of the lake, and on as many sections toward the coveted "food" as it can go. The next turn may carry him beyond the food, but he must wait till he has a third turn before he can come back to try to reach it. Then, he turns his duck about and his count goes the other way so that he swims about the lake. (In the meantime, the other duck has had a turn and it is exciting to see who will get the right count to reach the right space and secure the food first.)

As soon as a player has secured one button, the ducks are placed back upon the "shore" again and play starts as before except that the "food" this time is further away by one section than it was at the last round.

Every number given in a turn by the counter, must be used up by a player going *always in one direction without turning*. Afterwards, the player may turn his toy and go in a new direction, if he has passed the space within which is the coveted prize.

At the finish, the one who has secured most wins.



The Game of Feeding the Ducks Made on the Cover of a Cardboard Box with Crayons and Played with Button-Molds or Buttons and with Water Toys.



The Game of Sun and Rain Made on a Box Cover with a Calendar Pad and Played with Small Cardboard Squares Colored with Crayons.

THE GAME, FEEDING THE DUCKS

If in trying for the last section of the pond, your count is more than enough to carry you there, you forfeit the turn till your number carries you there on an even count.

In case of a tie when two players are playing this game, add a button at the center to end the game and play till one wins it.

I know a little penny-store
That isn't far from here
And there you buy most anything
Because it isn't dear:
One day I bought two little ducks
And made this little game
And you can make one like it,
Exactly, *just the same!*

THE GAME OF SUN AND RAIN

Material Required to Make the Game of Sun and Rain: a box cover and a bit of cardboard, a sheet torn from a calendar, one month containing thirty days.

Tools Needed to Make the Game of Sun and Rain: crayons and scissors, some paste.

Sometimes one wonders what the weather will be! It is all pleasant one day—then, the next day will be showery. The sun and the rain are playing a game, maybe, to see who will get the most days of the month! If you would like to play a game like this, you can easily do so. You will need to find a large calendar-pad that has an old leaf turned back. If you ask for this, no doubt that you may have it. At New Year's there are ever so many calendars that come into the house. They are simply advertisements given by butchers, and bakers, and candlestick-makers, and banks. Save all you can, and there will be plenty of material for games.

Cut your calendar sheet out square. Mount it on the top of a box cover as I have mounted the one you see in the picture of the game.

Next, cut from a square of thin cardboard a number of small squares that will fit within the spaces of

THE GAME OF SUN AND RAIN

days numbered on your box game-board. You can easily do this with a few judicious snips with scissors. Count them. There should be about forty. Divide this number. Place the squares in separate piles and color half of them with black crayons to represent dark days, and twenty of them color yellow to stand for the bright sunny days. When all these are colored, mix both piles together to make a heap of weather but turn the squares over so that their color may not be seen. Place squares with color face down. Mix the weather up well.

Two may play the game. One takes the part of Mr. Sun and the other Mr. Rain. Who will be successful in placing the most of his days in the month? See!

HOW TO PLAY THE GAME OF SUN AND RAIN

Two may play the game. Play is made in turn. Count out for beginner.

The beginner draws from the "weather pile," any square he may choose and places it over the date of the first day of the month, if it is his color. If it is not, the colored square is discarded—put aside in a place devoted to miscellaneous weather. It is then the next player's turn. If he draws his color, he places it on the next day of the month, otherwise he discards it also.

Play continues in rounds till the entire calendar month is covered. Shuffle the weather well before beginning a new round.

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The one to place the most days of his own in filling up
the month three different times wins.

Keep a score of each one's winning each month.

Sum these to find out who wins the game.

Some days are rainy, dull and long,
Others are sunny, full of song.
It matters not when rain clouds rain
Or if the sun comes out again
When we are happy in our play,
It always is a pleasant day!

THE SPOOLIE GAME

Material Required to Make the Spoolie Game: as many spools of all shapes and sizes as you can collect, big, little, medium—thin ones and fat ones too,—also a collection of small druggist boxes.

Tools Needed to Construct the Spoolie Game: a bit of cardboard, some paste, and crayons.

Really, I love my Spoolies! They are such jolly good fun to make and such nice tumbly acrobatic people! There is Mr. Spoolie. You can see him standing upon an end of the long box in the picture. There is Mrs. Spoolie at the other end. In front are Greenie, Reddie, and Brownie Spoolie, the children. You can make them ALL! You can play a game with them, too. They are made merely by coloring spools with crayons. I think, if you examine the picture, you will see just how I made my Spoolie family. It takes three spools to make one Spoolie. The first spool used should be a small one. Color its top to represent a cap. Below this draw hair with yellow, black, or brown crayon. Then mark off a face. The lower part of the spool forms a round collar.

Decide what color your Spoolie's suit is to be and color the next spool—a larger one, maybe,—that

THE JOLLY BOOK OF PLAYCRAFT

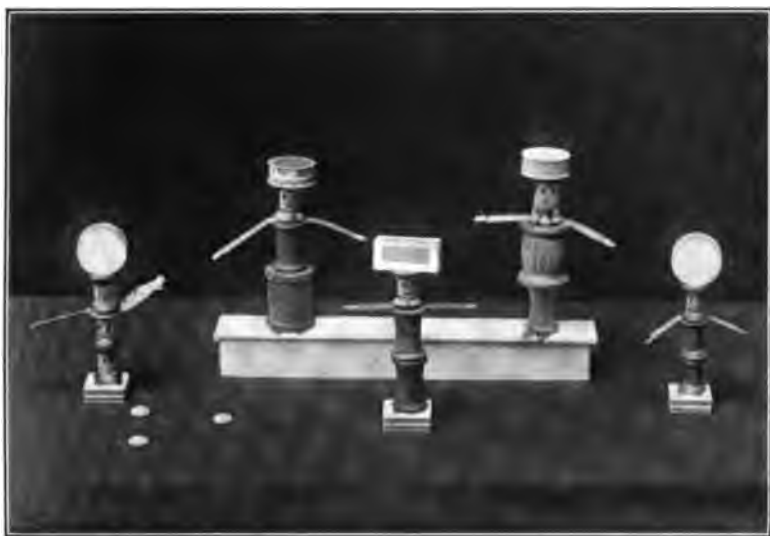
color. This is the body of the Spoolie, his jacket down to his waist.

Take another spool and color this to match, if you like. It is to be Spoolie's trousers or, maybe, your Spoolie wears a skirt and is a lady? In this case, the last spool must be a larger one than either of the other two.

To form arms, cut a narrow strip of cardboard about twice the length of a good-sized spool. Paste this between the head and the body spool. Paste the skirt or trouser spool next to the body and cut two pointed bits of cardboard for feet, pasting these beneath the last spool so that the Spoolie stands upon them. (Arms may be colored to represent sleeves and the ends of the cardboard strips may be colored to look like hands.)

Spoolies may be dressed in any sort of manner that you wish merely by coloring the spools with your crayons. Their dresses may be spotted, or striped, or made up of many color combinations. It is natural that they should dress in a gay attire for they are a family of acrobats. You can see how well they balance small boxes upon their heads.

The Spoolie Family likes to play William Tell. But instead of an apple shot from his head, each Spoolie prefers to hold a very small cardboard box. He asks you to shoot at it. Can you hit it? If you can hit it, this counts 1. If in hitting it, you knock a Spoolie over, this counts 2. The first to make a score of 5 wins. There are no rules except that all play



The Spoolies' Game is Made of Spools Colored with Crayons, and with Small Boxes and Buttons.



Little Folks' Toss Game Made with a Small-Sized Cardboard Box and Played with Either Spools, Boxes, or Buttons.

THE SPOOLIE GAME

must be fair play. Those who play must place the Spoolie Family upon a table or floor and sit or stand at least three feet away from them. Large wooden button-molds are used to toss at the Spoolies' heads. Three buttons are tossed in succession. Then it is the next player's turn. Count out for order of play.

Three ordinary sewing-spools will make a jolly toy—
A lady, or a gentleman, or else a girl or boy!
I made a whole big family and played a funny game
Pretending they were acrobats and quite well known to fame!

LITTLE FOLKS' TOSS GAME

Material Used to Make Little Folks' Toss Game: one good-sized cardboard box about the size of a shoe-box, a collection of spools, or buttons, or little boxes.

Tools Needed to Construct Little Folks' Toss Game: crayons, and scissors.

LITTLE FOLKS' TOSS GAME may be made in a minute. Did you ever know that a game could be made in a minute? This can. All you need to do is to cut a round opening in the bottom of a shoe-box and turn the shoe-box over so that it stands upon its rims.

Place the inverted box upon the floor and sit down four ruler lengths away.

The object of the game is to see who can toss the most buttons into the hole. Each player has six buttons of a similar color, or spools tinted with crayon. Small boxes may be used, colored in the same way. Their covers should, however, be pasted on before play is begun.

HOW TO PLAY LITTLE FOLKS' TOSS GAME

Play is made in turn. Count out for beginner. Sit on the floor four ruler lengths from the box into which you toss.

LITTLE FOLKS' TOSS GAME

Each player has six men to toss. They must be of like kind, colored so as to be easily distinguished from those of other players.

As many as can play together happily, may play.

If you live all alone and there is nobody to play with, play by yourself, first tossing a dark button and then a light one. See which wins!

The first to score six wins.

My sister's very little—she likes to play with me—

And as she likes to throw things, we made this game, you see!

(She sits quite close to toss spools, but I sit far away—

Because, you see, I'm older and I like harder play!).

THE GAME OF PLAYTOWN

Material Required to Make the Game of Playtown: two shoe-box covers, a piece of cardboard twelve inches long by six inches wide.

Tools Needed to Make the Game of Playtown: scissors, crayons.

Yes, it is always jolly good fun to BUILD. But it is even more fun to make a whole village or street than to make one building. Here is a game in which you make a whole little street in Playtown. It is easy to make the game. Suppose you try!

Cut a square of cardboard six inches square.

Divide this into one inch squares.—How do you do it? Put your Thinking Cap on and find out for yourself. You can solve the problem. Each square must be an inch in size.

Now, I'm not going to tell you how to do anything as easy as *that*! No, not even in a book that is supposed to tell *everything*. Some difficulties are quite as good as puzzles to solve and you can solve this puzzle ALL by yourself!

When you have thirty-six one inch squares, count out twenty-four of them. Lay these aside.

Take the remaining twelve squares. Cut these into

THE GAME OF PLAYTOWN

triangles, cutting from corner to corner to make twenty-four triangles.

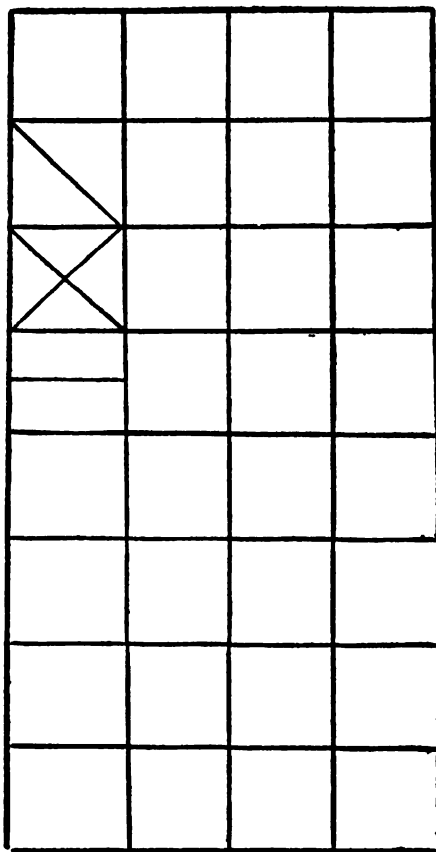


Diagram for the Game of Playtown

From these twenty-four, take four triangles and cut them again making smaller triangles.

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Now, from your pile of squares, take four and cut these in half.

The large squares are large houses. They will need to have roofs placed upon them. The large triangles are roofs that exactly fit large houses. With black crayons, mark two windows and a door on a large square. Color a large triangle either red, or green, or brown. Place the triangle over the square and what a cute house there is! Now, color the other squares and triangles too.

The halves of squares form bungalows when placed flat. Large triangles are *their* roofs too. When stood on end, they make tall buildings for which small triangles are roofs.

Before the game is ready to play, you will need to cut your other six by twelve inch cardboard and divide this into thirty-six one inch squares exactly as you did at first. Cut the same way, making twenty squares; four squares cut in half; twelve squares triangled; four triangles halved. Do not color these but mix them up with your colored squares, and cubes, and triangles. Turn down all color so that no person can tell when drawing material for building whether it may be useful. A colored square or cube may make the start for a house but one that has no marks upon it, may not be used in building and does not advance play.

Each player is to try to erect a street of Playtown on his own land. The street is to be built upon a box cover. Each player should have a long one like that

THE GAME OF PLAYTOWN

of a shoe-box. Draw a brown road upon it straight across the length of the box. Green trees and foliage may be drawn back of the roadway.

AND the game is made!

RULES FOR THE GAME OF PLAYTOWN

Two players may play the game.

Each player must have a shoe-box cover on which to build.

Count out for beginner and place all squares, cubes, and triangles in the center of your table or upon the floor so that no mark of color shows. (Place them all face down in a large pile.)

The first player makes choice of a square or cube, according to the kind of house he may wish to construct. If it is one that has been colored, it is placed on the box cover that belongs to him. It may be put wherever he wishes. Next time, he may try to obtain a "roof." Uncolored material may be thrown back into the general pile or cast aside, as players agree upon when starting the game.

A house must be completed with roof before any new building may be started.

The first player to finish five houses, wins! He has made his street of Playtown.

O, Playtown is the nicest place!—

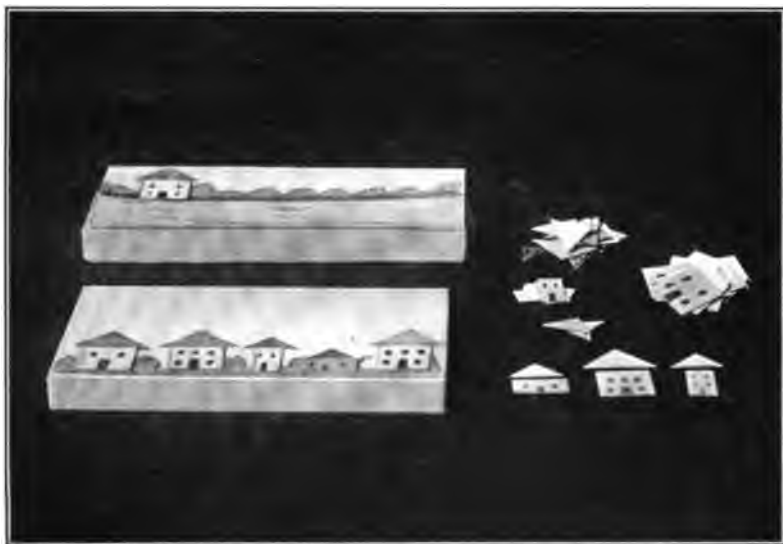
Its houses are all small

And every one owns real estate

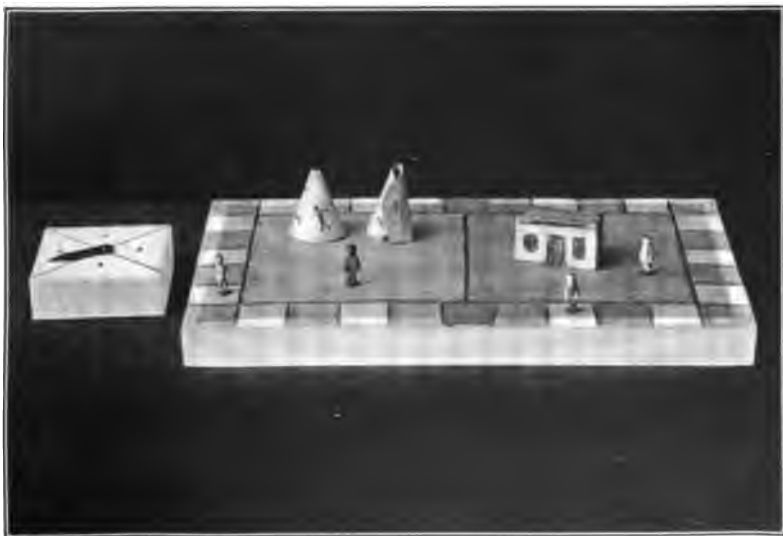
Where prices do not fall!—

THE JOLLY BOOK OF PLAYCRAFT

I have a lot twelve inches long
And I am building there:
My lot is just a cardboard box,
The house, a cardboard square!



The Game of Playtown in Which Houses are Built from Squares and Triangles, and Oblong Bits of Cardboard Colored with Crayons.



The Game of Indians Made with Crayons on the Bottom of a Cardboard Box and Played with Penny-Dolls. The Counter is a Small Cardboard Box.

THE GAME OF INDIANS

Material Required to Make the Game of Indians:
one box or box cover about twenty inches long and fifteen inches wide, a small oblong druggist box, four small china dolls (two for a penny—two black and two white), a bit of pliable cardboard.

Any counter you may wish to make will answer for this game, provided that it has four numbers, 1 to 4.

Tools Needed to Make the Game of Indians:
ruler, crayons, clay or plasticine, scissors.

When the first settlers came to this country, it must have been a winning or losing game to them many times. Perhaps, it was so serious a game of life that it did not always seem happy, but now that such hard days are passed, there is no reason why we may not make an interesting game out of it—and so, we have the Game of Indians!

Almost every one likes to play Indians! I wonder why it is? I am sure *you* will like to play this game. If I'm not mistaken, you turned right to it to see how you could make it—now *didn't* you!

It really is not difficult to make. The large box which you use for game-board must be free from print. You must have a fairly large box about

THE JOLLY BOOK OF PLAYCRAFT

twenty inches by fifteen or, maybe, somewhat smaller. (You may draw upon its bottom where there is no print.)

Turn the box over. Draw a margin two inches wide all around the edge of the box on top. Divide this into squares. An easy way to do this is to take a strip of soft wrapping paper and cut it narrow, making it the exact length of your box's side. Double this once, again, and again. Mark off the foldings as they come, evenly at the side of the margin you have drawn, and so mark off squares with your ruler later. Color these green and brown, alternating colors. Green, for trees and woods, is Indian ground. Brown, for open spaces to till ground and for paths, is White Man's territory.

Color the inside part of the game-board with these colors, dividing it into halves, one brown and one green. Indians have the forest. White Men have the fields.

Take the oblong druggist box and mark it off with brown crayon to look like a log cabin. Make door and window of black crayon. Place this upon White Man's territory.

Draw a seven-inch circle with a saucer or compass. Cut it into thirds. Roll or pin each of these into a cone to make Indian tepees. Color the tepees with symbolic figures of men or animals to represent Indian workmanship. Place the tepees on Indian land.

To play the game, the tiny figures known as "birthday-cake dolls" are very good. The Indians are the

THE GAME OF INDIANS

dark dolls; the White Men, the white dolls. Standards or bases may be made for the dolls from bits of clay or plasticine. In this way the figures stand erect. They may be moved about.

When this is done, the game is ready to play. (If you cannot find the tiny doll-figures at a shop, use dark and light buttons for your play.)

The counter that I used for my game was made from a small box about four inches square. I turned this over and drew upon the base of the box two lines crossing from corner to corner. Then, I cut four numbers, 1, 2, 3, 4 from a calendar-pad and pasted these flat, one on each division of the counter-box. I next cut a short piece of cardboard about two inches long and a quarter of an inch wide, pointing it at one end to make an indicator. At the other end, I placed it over the center of the box-counter and I ran a wire shank that had round sides down through it and fastened the shank on the inner side of my box. The hole made by the shank was slightly enlarged so that the indicator would spin freely when given a snap with fingers. You may easily make a counter like mine. Look at the picture.

HOW TO PLAY THE GAME OF INDIANS

Two may play the game. One plays White Men.

The other plays Indians.

Count out for beginner. The beginner chooses his part.

Each player has two figures (or buttons) of a similar

THE JOLLY BOOK OF PLAYCRAFT

kind with which to play the game. The two that represent White Men are placed on the board beside the settler's cabin. Those that represent Indians go on the Indians' land beside the tepees.

The one who starts the game spins the counter and takes the count upon which its hand rests. He starts out from the corner square to the left of his own territory, going as many squares as his count gives. When a White Man is on a green square that represents woodland, he may be overtaken by an Indian or a White Man may overtake an Indian. Both profit by this to the other's disadvantage: the Indian who is overtaken must go immediately to White Man's Cabin and stay till he can turn up the number 1. Then, he can go about his business again leaving by the same left-hand square at the corner of the board used by the White Men. In the same way, White Men overtaken by Indians on Indian territory must go to Indian Camp and stay till they turn up number 1. The left-hand corner square is always used to go out upon, and play is always from left to right around the board. When released from hostile territory, they start around the board as their opponent starts.

The first player to have both his men make a circuit of the marginal squares and return safely to his own beginning place, waits there till he turns up 1 and then enters his own territory. If he can

THE GAME OF INDIANS

get his two men in first, he wins. (White Men or Red Men who are held in a camp that is not their own are said either to be under capture, or trading. You can make up your own story to fit the play and vary it with every game.)

When, long ago, the Pilgrim came to live here in this land,
The Indians were savages—a very hostile band—
They hunted in the forests and they fished in a canoe,—
If *you* had been a Pilgrim, just suppose they'd met with *you*!
You ought to feel most thankful that you live at home to-day
And that *you're* not an Indian—except, perhaps, in play!

THE GAME OF IT

Material Required to Make the Game of It: a half of some square box cover that is about five or six inches from corner to corner, two different buttons or two china figures.

The counter is a small square box about three inches from corner to corner. Its hand is cut from cardboard and spun upon a wire shank that makes a round hole when pressed through the box. A stout pin may answer, if you have no wire shank.

Tools Needed to Construct the Game of It: a ruler, crayons.

No doubt you have played Tag. Everybody does! But did you ever play Tag when both players were *It*? I don't think you ever did! Here is a little game that you can play and in it both players are *It*! Yes, you are both after each other and look out—you'll be caught!

No doubt you have two small figures of some sort like those used in the picture of the game. These figures were made of china. Yours may be Noah's Ark figures, if you like. If you haven't any at all, use buttons—two, one dark and one light.

To make this game, you also need some square box

THE GAME OF IT

cover. This need not be very large—just large enough so that the figures can stand inside of it, two at a time on one division of the board.

Take ruler and a dark crayon. Rule from corner to corner on the inside of your box cover. Color two opposite sections of the space divided by these lines. Use any color you wish to use in doing this.

Place the figures for play opposite each other on the game-board.

Any round or square box that is about three or four inches in size may be made into a counter by dividing it into four equal sections with your dark crayon, numbering each section from 1 to 4. The indicator-hand must be cut small enough to fit the box. It should be cut from a quarter of an inch wide strip of heavy cardboard. It should be fastened to the box by means of a round wire paper-shank that is fastened loosely under the box cover. The indicator-hand must move easily on the pivot shank so that it may be spun quickly.

HOW TO PLAY THE GAME OF IT

Two players may play the game of It. Each has a button or a figure to use upon the game-board.

These are started opposite each other. The square each rests upon is to the player upon it, 1.

Count out for beginner. The beginner, to make a play, spins the counter. If he can get 3, he catches the other player for his figure rests upon the third square from his own. 2 takes him to

THE JOLLY BOOK OF PLAYCRAFT

the next square. 4 goes past the other player to the square beyond.

The game is played in rounds. The first to win five, ends the game.

I'm *it*—you're *it*—

What a funny play!

Never knew that any *tag*

Could be made *this* way!

I'm *it*/ You're *it*!

Catch ME, if you dare—

When you reach this, my place,

I won't be there!



The Game of It, a Game Made Inside of a Square Handkerchief-Box and Played with Buttons or China Figures.



Puzzle Game Made by Cutting Magazine Pictures to Fit Box Covers.

THE GAME OF PUZZLES

Material Required to Make the Game of Puzzles: the two halves of a shallow, square, cardboard handkerchief-box about eight or ten inches in size, any old magazines in which there are pictures. (Colored advertisements and magazine cover-pictures are good material.)

Tools Needed to Make the Puzzle Game: a pencil or crayon and some scissors.

You like puzzles! Why, surely! They are ever so much fun. Have you ever made them?—I mean have you ever cut them yourself so that they were your very *own* puzzles? THAT is much more jolly than to put the shop-made puzzles together. You may make a real game of this, too.

Old magazines always have pictures on their covers when they *do* have covers! Sometimes, these are on the front cover, and often there are large picture-advertisements upon the back of the cover. If you find these, or even a large picture that you can color yourself with your crayons, you may use it. Place the lid of the square handkerchief-box over the picture and draw with crayon all around the edge of the box. This gives you the size to cut the puzzle that

THE JOLLY BOOK OF PLAYCRAFT

must fit inside the box cover. When you cut out the picture, it should be cut inside the lines of the square you have drawn and it should fit inside the rims of the box.

When you have done this, divide the picture into ten different pieces by drawing on it with your dark crayon. If you look at the picture of the game, you will see how this is done. Cut each piece out. Place the pieces all together in a place by themselves, in an envelope perhaps.

Make another puzzle in the same way. When you have made five picture puzzles and have their parts all arranged in distinct piles or envelopes, call some good friend of yours to come and play the Puzzle Game that you have made.

HOW TO PLAY THE PUZZLE GAME

Each player must have the half of a square handkerchief-box to use in his play.

Count out to see who may make first choice of a puzzle to put together inside the rims of his box cover.

When both have made selections, both start to put their puzzles together. The first to finish his, makes a second choice and starts a new one. So the play goes on. The first to make three puzzles correctly wins the game.

If you wish to make a difficult puzzle game, mix the parts of three cut-out picture-puzzles in one pile together and see who can fit a perfect picture to-

THE GAME OF PUZZLES

gether from these first. The picture-puzzles that you make may be kept for future play in brown manilla envelopes. These you may fit within your box, if you like.

One day the weather was so bad with sleet, and wind and snow,
There wasn't any school at all because of it, you know!
And I stayed home the whole long day and played upon the floor
At cutting picture-puzzles out—a-making more an' more!
At last, I played a game with them, when all of them were done—
And Mother, she played with me,—*she* said that it was fun!

THE GAME OF LITTLE BOX HUND

Material Required to Make the Little Box Hund:
the lower half of an oblong candy-box, some cardboard from which to cut head and tail for the box dog.

Tools Needed to Make the Little Box Hund:
crayons, scissors.

Did you ever have a little dog? And *did* he ever run away? Mercy me! Unless your little dog is a wooly pussy-cat creature, he probably does run away! If he doesn't come back, you run after him to find him don't you? You whistle AND you whistle! You ask along the way, "Oh, have you seen a little dog anywhere about here—a very handsome little dog?" Maybe, somebody says, "Why, yes, he just passed this way. He wagged his tail adorably at me and wanted to make friends." Or else they *may* say, "Seems to me there was a horrid dog about here! He chased our black cat up a tree. I don't care to know where *he* went."

So, you go on and on hunting for your little dog—and you find him, too, I hope! He barks joyfully when he sees you, and the two of you go home together very happy.

Well, here is a game made with a Box Hund. He

THE GAME OF LITTLE BOX HUND

may be *your* little dog, if you like. He has a dreadful way, however, of running off to hide. He simply never *will* come when you whistle! (My dog's name was Boxy. That was because he was a Box Hund, you know. You may name your dog anything you like and you can have one like Boxy if you have an oblong candy-box from which to make him.)

This is how you do it: Color the lower half of your candy-box all over with your brown or black crayon. Then, at right and left of each corner, cut a dog's foot and leg. Cut out the cardboard left between these and you have a Box Hund's body.

Take a piece of cardboard—perhaps the cover of your box—and draw upon this, a head and neck as nearly like mine doggie's as possible! He iss a gute doggie. You cannot haff one better! Give him a pink nose tip, by all means, and a fine affectionate brown eye, AND a big floppy-floppy ear.

Cut this head from your cardboard, coloring each side afterwards, and after making a slit through the top of your Box Hund's body—a long narrow slit cut with a dull knife—slip the neck of the Box Hund down into this so that it stands firmly erect.

As for a tail, I hope you can make *that*! It is simply a curved bit of cardboard placed at the other end of Box Hund's body through another slit in the cardboard.

And now for the game!

You have often played Hide the Thimble in-doors, haven't you? This game is played out in the garden

THE JOLLY BOOK OF PLAYCRAFT

or around about the house, if you don't make too much noise. In this game of Little Box Hund, any number may play. The Little Box Hund runs off with the one who is *it*. The other players have to count up to two hundred by one. When ready, call, "Coming," and start to hunt for Boxy.

You may ask, "Did a little Box Hund go past here?" The answer may be from *the one who knows* either "Yes" or "No." The information may be given in any roundabout way you can think of: "I saw a dog with a red ribbon on. He passed this way barking at an automobile." The information must always be clear so that those who are hunting may have a clue whether, in game language, they are *hot* or *cold*.

The first to find Boxy may be the one to hide him next time. And you may play as long as you like.

Certain rules must be observed.

Boxy, being a dog, cannot climb a tree.

Boxy may not be buried under anything because that isn't fair.

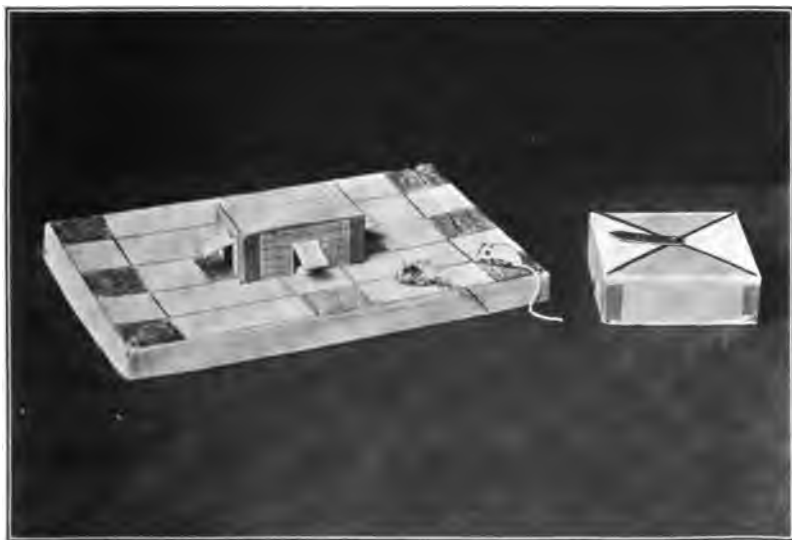
Boxy must be placed behind something or near something that hides him from conspicuous view.

If the game is played in-doors, he may not be shut into a drawer or put upon a shelf. No Box Hund would be able to do either of these things. He must be able to get into the chosen place, just as any proper dog would.

I hope you will like Boxy. I do.



The Game of Little Box Hund Played with the Dog that is Cut from Half an Oblong Candy-Box and is Colored with Crayons.



The Game of Mousetrap Made with an Oblong Cardboard Box Cover, a Small Cardboard Box Button-Molds and Cardboard Mice.

THE GAME OF LITTLE BOX HUND

O where, O where has my Little Dog gone!

O where, O where can he be?—

I've whistled! I've called—but he will not come back!

He's a naughty Box Hund don't you see!

THE GAME OF MOUSETRAP

Material Required to Make the Game of Mousetrap: half of some box about twelve or fifteen inches long and about eight inches wide, one smaller box about three inches long by two inches wide, a piece of cardboard and some string, a bit of clay or plasticine.

For counter use the half of a medium-sized round box or a square one. A bit of cardboard makes the indicator-hand for this counter. It revolves upon a pivot made with a round paper-shank, a long nail, or a long bent pin.

Tools Needed to Construct the Game of Mousetrap: crayons, ruler, scissors.

Mrs. Mouse has a game of ~~her~~ own. Maybe, you know it: she is very quiet about it and she says nothing; nevertheless, she does get away with the cheese in the mousetrap! If you were Mrs. Mouse, do you think you would be so clever? It really is quite a game and, if you like, you may try it. Here is the game of Mousetrap and you can make it with the halves of two boxes and play it with Mr. and Mrs. Mouse.

Find the half of some good-sized oblong cardboard

THE GAME OF MOUSETRAP

box. Divide its width into five sections with lines similar to these in the diagram.

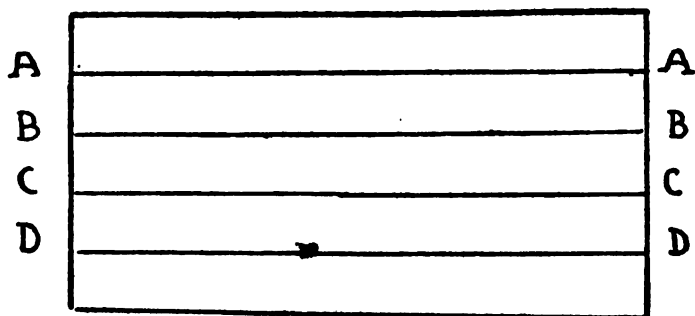


Diagram for the Game of Mousetrap

Draw the line *A-A*, then, the line *B-B*, the line *C-C*, and the line *D-D*.

Do this in pencil and then repeat in dark crayon—preferably in black crayon, if the divisions are even. Rub out all marks except those of the lines that are perfect.

Next, cross these lines to make squares about two inches in length at either end of the box as the line *E* and the line *H*.

After this, draw the line *F* and the line *G*.

You will need to color the corner squares on the box and all squares marked with small x on the diagram. These give the divisions of the board meant for moves in the game.

You will notice that in the picture of the Mousetrap Game, I have divided my middle spaces as the dotted lines show in the diagram.

THE JOLLY BOOK OF PLAYCRAFT

E		F	G	H
x		x		x
x	: x		x :	x
x		x		x

Diagram for the Game of Mousetrap

Color these with your dark crayon also.

After this, you will need to make your mousetrap. It is just a make-believe one, of course! It is made from any small oblong box you may have that is deep enough to cut as that of the illustration is cut in the rim. Two slits in this box-rim—then turn them up. And you have the trap-doors or holes in which to place Mrs. Mouse's CHEESE.—(Wee-wee! Sniff! Nibble! Wee-wee-wee!)—Bend the cardboard cut, upward to make the openings, and see that these come about at the center of each side of your small box's rim. Place this "trap" on the box cover and there is the game-board quite complete!

Mr. and Mrs. Mouse may be cut out of cardboard. Mr. Mouse is colored black. Mrs. Mouse is white. The mice should be about an inch long. Their tails may be longer. These are just bits of string. If you have some plasticine or clay, with it you can—if you think it would be fun to do so—make

THE GAME OF MOUSETRAP

small standards to hold Mr. and Mrs. Mouse upright.

Buttons may be used in place of cardboard figures of Mr. and Mrs. Mouse, if you prefer. One dark one and one light one are needed. At the opening of all trap-holes, a bit of "cheese" is placed—this may be a small white button-mold, a white pebble, or a small bone button, smaller than the men used, if they are buttons. (Four pieces of "cheese" are used, one at each entrance.)

The counter is the half of some small box, either round or square. It should be about three or four inches across its top. Divide the base that is free from printed matter with a crisscross making four equal sections. Color opposite sections so that the light one and the dark one alternate. The light sections stand for play on light squares of the game-board. The dark sections stand for play on the dark squares of the game-board.

A spinning indicator-hand must be cut for the counter from a piece of stiff cardboard. Cut it about a quarter-inch wide and not quite so long as half the width of your box.

Fasten the indicator-hand at the center of the box-counter with a round wire paper-shank. Do this loosely so that the hand will turn easily and spin well.

HOW TO PLAY THE GAME OF MOUSETRAP

Two may play this game.

Count out for beginner.

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The beginner makes choice of his mouse.

Play is made in turn by spinning the hand of the counter.

You must turn to a dark section before your mouse may be placed on the game-board. Then, take the corner nearest you. A light division of the counter must then be turned and the mouse placed on the next square (a light one) going toward the left around the game-board. When a forward move is made, the color of the square on the game-board must correspond to the shade indicated by the counter. Other plays are forfeited for one cannot use the moves given.

When a player's mouse has been once around the game-board and returns to its starting square, it may, after this, try for "cheese."

In order to secure "cheese," a mouse may move toward any space that brings him closer to the trap. He must always move as the color on the counter directs. When he cannot make a move given him, to a dark or light section of the board, that turn is forfeited.

A mouse may secure "cheese" by resting upon the square that opens on the trap's door. He must rest there till he turns the same color on the counter as the space upon which he stands. (If in three turns, he cannot do this, he is said to be "caught." He must then stay where he is till he can turn to black on the counter twice running.)

After a mouse has taken the "cheese," or after he is

THE GAME OF MOUSETRAP.

released, after "caught," he goes off the game-board again and starts as he did at first, going around the board toward the left. Play proceeds this way till all "cheese" is taken from the trap.

In case of a tie, add another piece of cheese and another round to the game. The winner is he whose mouse is most successful with the cheese!

Mr. Mouse, Mrs. Mouse

(Wee—wee—wee)

When you come to my house,

You'll have cheese for tea!

Mr. Mouse, Mrs. Mouse,

The trap is set right here—

But it will never *catch* you—

You really need not fear!

THE GAME OF THE SPIDER AND THE FLY

Material Required to Make the Game of the Spider and the Fly: a square box cover of almost any size—one without print if possible, two buttons—one dark and one light.

A small-sized round or square cardboard box for a counter, a bit of cardboard for its indicator-hand, and a wire shank that has round sides to use as the fastener for this hand and the pivot upon which to spin it.

Tools Needed to Construct the Game of the Spider and the Fly: ruler, crayons.

“Will you walk into my parlor?” said the Spider to the Fly—and you remember what the wise little Fly said. *She* did not wish to be caught by the Spider, did she! Yet, spider-webs do seem to have a strange fascination for flies! Have you ever watched to see what would happen? You can play it in a game, if you like, and you can easily make the game yourself. It is drawn with crayons upon the top of some good-sized box cover that is square and it is played by two players who impersonate, in their moves with buttons upon the game-board, the Spider and the Fly.

GAME OF THE SPIDER AND THE FLY

Take your box cover and place it to stand upon its rims on a table where you can draw upon its top. (If there is print on your box cover, paste some brown paper over the entire top and neatly clip the edges. When this is dry, draw the figure required for the game-board upon it.)

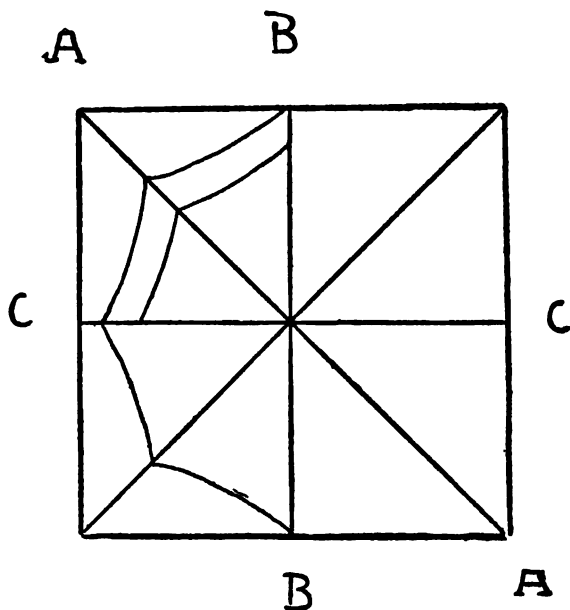


Diagram for the Spider and the Fly

First draw the vertical line *B-B* through the center of the box cover.

Second, draw the horizontal line *C-C* crossing this at the center of the box cover.

Third, draw a line *A-A* from two opposite corners

THE JOLLY BOOK OF PLAYCRAFT

of the box cover, and a similar line from the other corner to its opposite.

Fourth, connect each of these with curved lines such as are illustrated between *B* and *C*. Make more than five, if you can—eight divisions make a good number. These, when made, give the web of the spider as you see it pictured in the game.

The counter of the game is made from a round or square cardboard box about three or four inches in size. Draw a crisscross through its center. This divides the box into four equal sections. Number these *1, 2, 3, 4*.

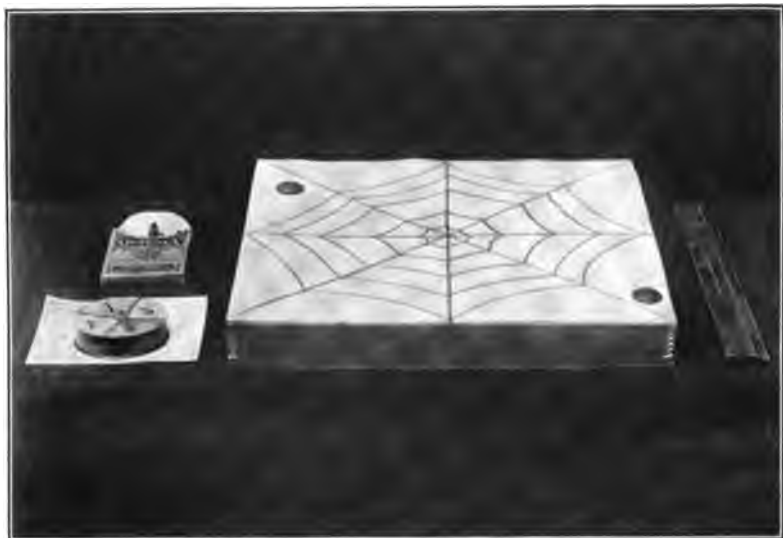
Cut an indicator-hand to spin on a pivot from a bit of cardboard. It should fit the size of box you have chosen and should be made to revolve easily and loosely on a wire paper-shank that has round prongs. (A pin may be substituted for wire paper-shank, if you have none. These paper-shanks may be purchased in all stationer's stores.)

HOW TO PLAY THE GAME OF THE SPIDER AND THE FLY

Two players may play the game.

Count out for beginner. The beginner makes choice of the part he will play, whether Spider or Fly.

The beginner starts his button at one corner of the game-board outside of the web. The Fly starts opposite. (For placing, consult the picture of the game illustrated.)



The Game of the Spider and the Fly, Drawn upon a Square Box Cover with Crayon and Played with a Box Counter and Button-Molds.



The Game of Ducky Daddles. A Game for Very Little People, Made with Half a Small-Sized Box and Played with Some Buttons.

GAME OF THE SPIDER AND THE FLY

The Spider begins the game, spinning the counter's hand to obtain the number of moves he should take for play. He may never touch the Fly when the Fly is on the outside of the web as shown by the button-molds in the picture.

The Spider must try to catch the Fly. He catches the Fly when he is able to rest on the same division of the game-board.

The Spider or the Fly may move in any direction he may wish, but the Fly must try to reach the center of the web once and then get back safely to the outside of the web without being caught. If the Fly can do this *he* wins. If, however, the Spider catches the Fly, *he* wins.

The game may be played in rounds. Make your own count. Decide what the winning count shall be before you start the game.

" 'Will you walk into my parlor?' said the Spider to the Fly,
'It's the prettiest little parlor that ever you did spy! '—

But, I think *you* know the story of the Spider and the Fly,
So, perhaps, we two will play it on my game-board by and by!

THE GAME OF DUCKY DADDLES

Material Required to Make the Simple Game of Ducky Daddles: a cardboard box anywhere from six to ten inches long and not too wide, an assortment of large buttons from the button-bag.

Tools Needed to Make the Game of Ducky Daddles: scissors, crayons.

Maybe you have a very little sister—a *very* little sister, about four years old—have you? Well, if it is a *brother*, I'm sure you love him quite as well as if he were a sister, and you like to play with him even more maybe! Perhaps you may like to make a very simple little game for your little sister or brother to play. I'm sure either one would like it. It is called Ducky Daddles. To make it, you will need the deep lower half of some cardboard box that is about six, or eight, or ten inches long. Even an ordinary white shoe-box will answer.

Take a pair of scissors and cut the two long sides of your box curved like the rockers of a chair. Remove the cardboard between the ends of these rockers and do not cut the rockers too high.

You are now going to make a wonderfully ducky kind of bird out of this box you have cut, so take a

THE GAME OF DUCKY DADDLES

brown crayon and color all the top of the box. Color the ends of the box brown also. Draw on each curved side the outline of Mr. Ducky Daddles' wings and webbed feet. If you use the picture of my ducky bird, this will help you.

When this is done, take the discarded cover of your box and draw the bird's head and neck on it. The neck should be rather long. Cut this out. Color it with brown crayon on both sides. Color two eyes and the bird's bill. Make a slit in the upper part of your box where you wish to place the bird's head and press the neck you have colored down into this slit firmly. Mark off a tail too. Color this brown. Make a slit for this in the other end of your box. Slip the tail down into it. Behold! There is a funny bird! If you touch it, it will rock back and forth most beautifully. Your little sister will just chuckle—and if it isn't a little sister but a little *brother*, he'll chuckle too!

This is an easy game you can play together. Maybe it is a very, very easy game for *you*; but you can show the little brother or sister how to play and this will be good fun for both of you.

Hunt for some large buttons—as large as you can find. Put Ducky Daddles on the floor and sit down at a short distance. Toss a heavy button so that it hits Mr. Ducky Daddles—who *likes* to rock—That's all the game there is! You can do this easily because *you* are going to be a whole year older next birthday and *you* are in school, but little fingers and

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little hands find this harder and buttons do not go straight for very little people so that when Ducky Daddles rocks *beautifully*, the baby wins. The game can be made to last as long as you like.

I made a little ducky
That rocks upon the floor—
I toss it button-corn to eat
An' then, it rocks some more!

My little *bit* of sister
(An' little brother too)
They like to feed the ducky—
An' make it rock—they do!

THE GAME OF AUTOMOBILE RACE

Material Required to Make the Game of Automobile Race: the square cover of a hat-box, two tiny automobiles such as are used as favors (or in place of these two small druggist boxes), six buttons—three dark and three light.

A small-sized cardboard box for counter, round or square. It must have an indicator-hand cut from a bit of cardboard. This is made to revolve upon a rounded wire paper-shank. If you have no wire paper-shank use a strong pin slightly bent, or a long nail.

Tools Needed to Construct the Automobile Race Game: ruler, crayons.

This game is to be a race upon a track. It is to be an automobile race, so, if you can buy at some shop tiny automobiles such as you see in the picture of my game, you will find a quick use for them. Toy shops keep them. Shops that sell favors have these for sale too. Yet, if you cannot find them, put your fingers to work and, with crayons, turn an oblong druggist box into an automobile by marking wheels upon its rims. Make two of these.

The game-board is to be drawn upon the top of a

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hat-box cover. Use your compass to measure off two circles on this, one inside the other. These two circles bound the track. Divide the track into eight or ten sections. Color every *other* one.

Draw a section from which one may start the game. Three lines at the center of one side of your box cover make this. They should join the track as they do in the picture.

Next, rule off each corner of your box. Color corners with crayons. Each player must have his own corner of the box. The picture of the game shows how these are used for button-markers.

You will need a counter to play this game. You can make one with the half of some square cardboard box. Draw a line from side to side across its top so as to divide the box into four equal squares. Number three of these 1, 2, 3.

This counter will need to have a hand that spins. Cut it from heavy cardboard. Color it, if you like.

Place an end of this hand you have cut over the center of your box. Press the ends of a wire shank down through it into the box. The wire shank should make a round hole so that it will answer well as pivot for the revolving indicator-hand of your counter.

HOW TO PLAY THE AUTOMOBILE RACE GAME

From two to four players may play the game. Each must have three buttons for markers and a toy automobile, or a box to represent this in play.

THE GAME OF AUTOMOBILE RACE

Play is made in turn. Count out for order of play. Place all automobiles in line at the starting place.

This is where the three crayon lines join your race-track.

The first to play, moves to the left around the track as many spaces as the counter gives him.

Next in turn, the other player follows.

No player may rest upon the same division of the track as another. If he obtains a count which places his car on a division of the track already occupied, this causes a collision. He must go to the repair shop—the center of the game-board. On his next turn, he starts out from the space he left.

As soon as any automobile has been around the track once, the player to whom it belongs places one of his marker-buttons upon his corner square. The first to make three successful rounds and place three buttons on his corner wins the game.

The race may be timed, "just for fun," using a clock. Each round of the track counts as five miles.

All play must be made as rapidly as possible.

(If you have some small toy horses, this game-board may be used for a horse race instead of an automobile race, if you like. In this case there is, of course, no "repair-shop" but a horse may go to the center as in the automobile game. The horse is said to be down when another player's horse rests upon the same section of the board.

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It may start again at its player's next turn. Play rules are the same in both race games.)

I'll race you 'round my game-board

All in a button-car—

An' if I win three times about,

You're beaten! Yes, you are!



The Game of Automobile Race, Drawn on a Square Bandbox-Cover and Played with Toy Automobiles or Small Boxes Representing Them. The Counter is a Small Box Cover.



The Game of Luck, Drawn, with the Help of a Ruler, on a Square Bandbox Cover, Illustrated, and Played with Box Counter and Button-Molds or Buttons.



THE GAME OF LUCK

Material Required to Make the Game of Luck:
a square hat-box cover, eight large wooden button-molds—more if more play.

A counter may be made from a round or square cardboard box about three or four inches in size. For this, a small cardboard indicator-hand is cut and fastened upon the pivot made by a round wire paper-shank.

Tools Needed to Construct the Game of Luck:
ruler, crayons.

Are you lucky? Do you find four-leaved clovers, and horseshoes, and do the chicken wish-bones at dinner always come to *your* plate? Of course, this is all fun, for nobody believes that wish-bones do give you your wishes or that horseshoes and four-leaved clovers are magic! But, it is really quite nice make-believe to pretend that they do and so you may like to make a game in which you can be very, very lucky indeed!

The game is drawn upon the top of a cardboard hat-box cover. This must be a square one. Take your ruler and measure a side of your box. Divide this number by four. This will give you the correct

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spacing of the squares for play. Space the divisions upon each side of the box cover, making some little dots at each division. Then, taking your ruler, join these dots first with upright parallel lines; then, next, with three horizontal lines crossing these—and there you have sixteen squares!

At each corner of the game-board draw a lucky emblem: a four-leaved clover, a horseshoe, a wish-bone, and an old shoe.

Color the squares of your game-board with green crayon, coloring only one square in the outside row and coloring the inner ones alternately. Look at the picture of the game and follow this in coloring squares.

The counter may be constructed from any box that is about three or four inches in size and is either round or square. Turn the box over and draw upon the bottom where there is no printed matter. Make a crisscross with black crayon to divide the box into four equal sections. Number these 1, 2, 3. Leave one section blank.

Take your scissors and a bit of heavy cardboard. Cut an indicator-hand for the counter, making this from a quarter-inch-wide strip of cardboard pointed at one end. The indicator-hand must be shorter than half the width of the counter-box.

Place the square end of the indicator-hand at the center of the counter. Press the prongs of a round wire paper-shank down through it into the box and fasten them loosely. See that the indicator-hand re-

THE GAME OF LUCK

volves easily on this pivot. Then the counter is ready for use.

Last of all color the button-molds. Use large button-molds, if possible. Color four red and four blue. The game is now finished.

HOW TO PLAY THE GAME OF LUCK

Two may play the game.

Count out for beginner.

Play is made in turn.

Each player has four similar men which he must try to place upon lucky squares—those with pictures drawn on them.

A player must obtain the count of *I* to enter a man upon the board. His man is then placed on one of the outside green squares—the one nearest him. (Players sit opposite each other.)

Only one man may be entered at a time. As soon as this one is placed upon a lucky square, another man may be entered on the player's next turn upon the count of *I*.

Every move must be accomplished with the exact count given for the play. Otherwise, the play is forfeited.

The first to get men on all four lucky signs wins.

I don't believe in *luck* at all
But yet, between us two,
I like to pick up horseshoes,
And maybe you do, too!

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I don't believe in *luck* at all
 But four-leaved clovers *grow*
And I am sure to find them—
 And pick them up, you know!

THE ALICE IN WONDERLAND GAME

Material Required to Make the Alice in Wonderland Game: a box or box cover of cardboard—one about thirteen inches by seven, maybe larger; a spool, a bit of cardboard, some plasticine, two pebbles (one dark and one light); the half of some small oblong box about two by three inches in size; a penny-doll, a rabbit tumble toy; some flowered wallpaper, if you happen to have a bit.

A counter for the Alice in Wonderland Game is made from a cardboard box about four inches square. A small piece of cardboard forms its indicator-hand. A rounded wire paper-shank is needed to fasten this to the box so that the hand turns easily to spin upon it as a pivot.

Tools Needed to Construct the Alice in Wonderland Game: ruler, scissors, crayon—perhaps a bit of paste.

Wouldn't you have liked to go down the Rabbit Hole with Alice? It would have been such fun to see the Rabbit skurry past— "Oh, the Duchess! The Duchess!" And he would have disappeared through that magic little door into the garden, maybe! But if you cannot really go to Wonderland, at least you may have the fun of trying to reach there

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in a game, and you may make the game all yourself. You will need the cover or lower half of some oblong cardboard box. This should be at least thirteen by seventeen inches in size—and you may use even a larger one.

If you use the cover of a box for your game, and should there be print upon it, paste some brown wrapping-paper over the entire top of your cover and carefully trim the edges even with the box rims. Let it dry before drawing the lines with crayon that form the spaces for moves upon your game-board.

Measure a side of your box cover with ruler or tape-measure. Divide this number by eight. This will give you the number of inches required for each space along the margin of your game-board. Mark off these. At the center of each end of your board, mark off a square the same in width. (Never mind if spaces to right and left of this are not the same in size.)

Color every other square on your game-board black. There should be an even number of squares.

With ruler, mark off similar squares such as you have around the rim of the game-board so that these go across the board, lengthwise, at the very center. At *A*, the sixth square, stop. These squares must be colored black to correspond with the others. Color every other one.

Next, taking your green crayon, color all space between these middle squares and the outside ones. The space directly back of *A* must be filled in with

THE ALICE IN WONDERLAND GAME

green too. This is the Garden to which the magic little door led. Before it, you will remember, there was a glass table and upon it was a bottle labeled *Drink Me*, and *Eat Me*. You will need to make the little door that leads into the Garden and in place of a glass table, you may use a spool that has a round of

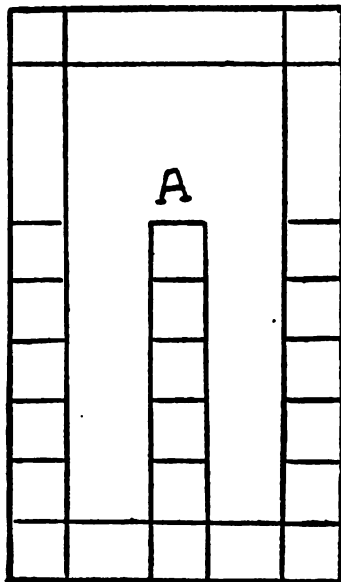


Diagram for Alice in Wonderland Game

cardboard pasted over its top. *Eat Me* is a round white pebble—which you use, of course for play (and which nobody but a homely ostrich would ever think of eating). *Drink Me* is a black pebble. (A white bean and a red bean may be substituted, if cook has them in the kitchen.)

THE JOLLY BOOK OF PLAYCRAFT

To make the little magic door, take some small cardboard box about two by three inches in size. Upon its top, draw a small door with your crayons, so that the lower half of the door is identical with the end rim of your small box. Then, cut this door at top, down one side, and across the base. It will be a real little door then. You may easily open and close it, but it must be left closed till you or the White Rabbit have a chance to go through into the Garden beyond.

After the door has been made, draw and color a crimson curtain looped back at the side of the box. When you look at your Alice in Wonderland's famous pictures, perhaps you will see a curtain at the side of the little door like this.

All is ready now except the little table. Make this with an empty spool placed on end. Glue this, when finished, to the second dark square that is in the line across the center of the game-board leading to the magic little door.

If you wish to have a pretend Rabbit Hole for Alice and the Rabbit to *pretend to* skurry through, a small round pill-box cover will suggest the play. It should be placed on the game-board at the right-hand forward corner. Glue it in proper position.

Alice is a penny-doll made to stand upright by being placed in a bit of plasticine or clay that holds her feet and forms a standard.

The Rabbit may be a tumble-toy, or a china rabbit, or a rabbit cut from cardboard and placed like the

THE ALICE IN WONDERLAND GAME

one in the picture of the game upon a standard like that used for the doll, Alice. This rabbit is upon the squares of the game-board at the right of the picture.

A counter made with some small round or square box will be needed for playing the game. Turn it over and draw a crisscross upon its base so that the surface of the box is divided into four equal sections. Number these 1, 2, 3, 4.

Cut a cardboard indicator-hand a quarter of an inch wide, pointed at one end and cornered at the other. It should be less than half the width of your box. Fasten it at the center of your box-counter using a round wire paper-shank. See that the indicator-hand turns easily upon this pivot, so that it may spin swiftly, and then the game is ready to play.

HOW TO PLAY THE ALICE IN WONDERLAND GAME

Two may play this game.

Count out for beginner.

Play is made in turn.

Play begins at the Rabbit Hole and goes about the game-board squares till it comes to the portion which leads toward the Little Door.

A count of 1 turned upon the counter entitles a player to enter the game. This he does by placing his figure of Alice or the Rabbit in the Rabbit Hole which is at the right-hand forward corner of the game-board.

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When a player reaches the square before the little table, he is supposed to have the little key to the door. If he turns 2 on the counter it is *Drink Me* and he shuts up like a telescope to go forward, next turn, through the Little Door into the lovely garden.

If a player passes by the table, he must go back ten squares and try again.

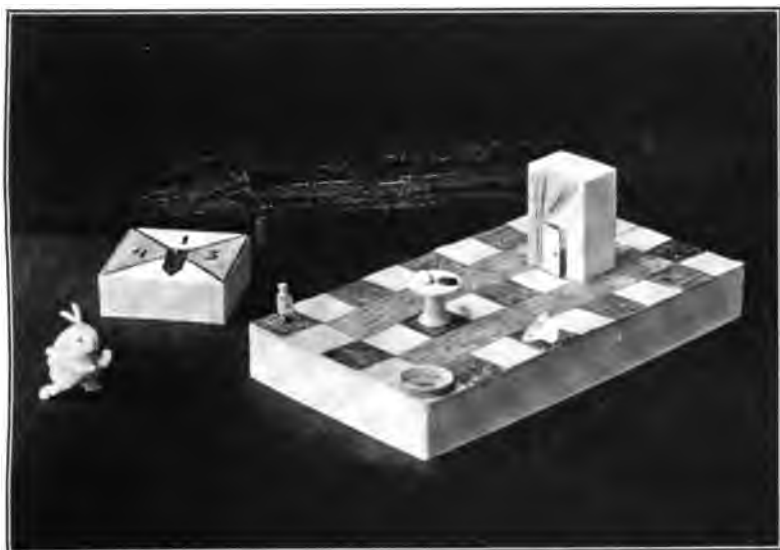
If a player turns 3 upon the counter when on the square before the table, he takes *Drink Me* and curiouser and curiouser—opens up like the largest telescope that ever was (Good-by feet!). THEN, he has to go back fifteen squares and try for the table and *Drink Me*.

A player must go through the Little Door on the exact count needed to pass through, the door space counting *one*. Turns which do not give an even count are forfeited.

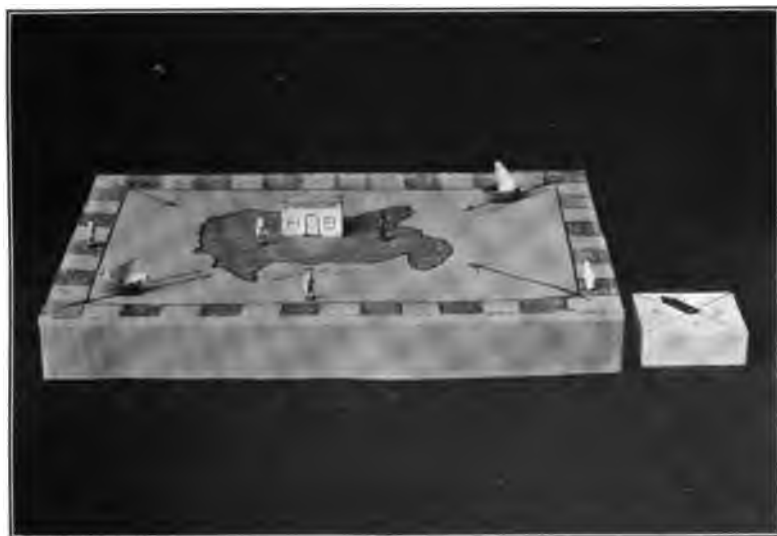
The first to go through the little door and reach the Garden wins.

It may be that you will have other toy figures that will work into this game—a tumble-toy for the Mad Hatter, another for The Duchess. Then four may play the game with the same rules. No two figures may ever rest on the same square.

I have been down the Rabbit Hole,
I've had a jolly play
Pretending I was *Alice*
In a game I made to-day:



Alice in Wonderland Game Drawn on a Shoe-Box Cover. Maybe *You* Will Go Through the Little Door into the Garden!



The Game of Peter Pan Drawn with Crayons on the Lower Half of a Cardboard Shirtwaist Box and Played with Penny-Dolls for Peter and Wendy, and the Lost Boys.

THE ALICE IN WONDERLAND GAME

I went into the garden,
I saw the Duchess there,
But as she was a china doll,
I really didn't care!

THE GAME OF PETER PAN

Material Required to Make the Game of Peter Pan: the lower half of a large box about twenty-four inches long and from fifteen to eighteen inches wide, a small cardboard box about an inch long, some tiny doll-figures such as are commonly known as "two for a penny birthday-cake dolls," the two halves of a walnut.

A counter is quickly constructed from a small cardboard box about three inches square. Its indicator is made with a bit of heavy cardboard and a rounded wire paper-shank is used for the pivot upon which to spin this.

Tools Needed to Make the Game of Peter Pan: ruler, crayons, a bit of plasticine or clay.

Surely, *you* have read the book called *Peter and Wendy!* Maybe, even, you have seen the play of *Peter Pan!* Peter Pan, you will remember, was a boy who did not want to grow up to be a man. He wished to stay a little boy always so he went to the Never-Never Land and became a fairy. The Never-land was a beautiful island where there were Pirates, and Indians, and Mermaids. Peter, and Tinker Bell, a little lady fairy, and all the Lost Boys, lived there. The story tells how Wendy and her brothers

THE GAME OF PETER PAN

went to the Neverland with Peter Pan, and how they built a house in which to live. Such adventures as they did have!

And do you remember the crocodile? He swallowed a clock, and it frightened everybody to hear that dreadful sound—tick-tick—because then they knew that the crocodile was coming! Really, it must have been jolly to go to the Neverland with Peter Pan! Perhaps, you would like to play it some day—so here is the game of Peter Pan, and you can make it all yourself! (I wish that the Lost Boys knew how to make games out of boxes—they'd enjoy doing it so much! If you ever go to the Neverland, really and truly after you are asleep at night, be sure to tell them and don't forget!)

The game of Peter Pan is drawn upon a large cardboard box. The under side of a large one that has been sent home from a big department store is free from print and may be used. Turn it over and draw upon it with your black crayon.

First, mark off an inch wide margin all around the edge of the box next to the rim. Using your ruler, mark this margin off into squares each about an inch wide. Make the squares come out as evenly as possible. When you come to mark the last division, let it be larger than the others rather than too small. If you are careful, you may make all squares look about the same size.

Color two diagonally opposite corner squares with blue crayon.

THE JOLLY BOOK OF PLAYCRAFT

Color every other square, alternating with white blank squares, in this order: red, black, green, yellow. Red stands for Indians. Black stands for Pirates. Green stands for Crocodile. Yellow is Peter Pan's and Tinker Bell's square, and is the best of all except the blue square that stands for the Neverland's Wendy House.

In the center of your game-board, draw your Neverland. Make it any shape you think it should be. You may arrange it with the help of your story-book, *Peter and Wendy*, making it quite like a map. Color the Neverland green.

And now wish for the Wendy House and find a very small box about an inch long:

"I wish I had a pretty house,
The littlest ever seen,
With funny little red walls
And roof of mossy green."

The little box will be this house! Surely! Color it with crayons and place it right where it belongs upon the Neverland. It is the Wendy House. You may cut its little door so that it will open and close. Cut the top of the door. Cut down one side. Cut the base, and then bend the cardboard you have cut outward. This makes a real door to open and close.

With three pennies, you may buy little figures for playing this game—six little dolls such as are sometimes put into birthday cakes.—They come two for a penny. You can buy them at any toy shop.

THE GAME OF PETER PAN

Next, make six bits of balls from some clay or plasticine. Press the feet of each doll down into a ball and press the plasticine around the feet. Stand each doll-figure on some table with a bit of pressure of the fingers and there you have a Lost Boy or Peter himself!

You may color your figures, if you like. Use your crayons. Peter Pan is dressed in green. Tinker Bell is Yellow. Slightly Soiled is brown. Wendy is red. Curly may be violet and Nibs may be orange.

And the Neverbird's Nest must not be forgotten! The two halves of a walnut shell make this. It may have a sail, if you care to make it—just a bit of paper and a pin!

In order to play this game, you will need to make yourself a counter. A square box about three or four inches in size may be used for this. Taking your black crayon, mark a line from corner to corner diagonally across the box and make a similar one from the other corner. Number each section 1, 2, 3, 4.

HOW TO PLAY THE GAME OF PETER PAN

Place the little figures of Peter Pan and Tinker Bell inside the Wendy House.

Count out for beginner, using the verse about the Wendy House as a counting-out rhyme.

The beginner chooses his name and figure. Others follow in order. (Two or three may play the game.)

The object of the game is to reach the Neverland and

THE JOLLY BOOK OF PLAYCRAFT

get into the Wendy House with Peter and Tink.
The first to do this wins.

To begin play, one must turn 1 upon the counter.
Then the figure that represents the play is put
upon a blue corner square. Upon the next
move, it goes as the counter directs moving from
right to left. Next, it goes as the square upon
which it stands may send it.

Red squares (meaning, "Indians! Look out!"),
send one hastening forward three squares.

Black squares stand for "Pirates!" Go back five
squares.

Green squares—Tick-tick!—mean "The Crocodile is
coming!" If you land on a green square, fly to
the Neverland and hide behind the Wendy
House. Stay there over one turn and, on your
next, start out upon a blue corner square and
move toward the left as you did at the start of
the game.

Yellow, being Peter's happy color, sends you to the
nearest blue corner square where the Neverbird's
nest is waiting to take you safely to the Never-
land, if you can obtain the count of 1.

Stay in the Neverbird's nest one turn. Next turn go
to the Neverland.

When you have reached the Neverland by means of
the Neverbird's Nest, you cannot enter the little
house till you turn 1 again! (If you *do* obtain
the count of 1, you go into the Wendy House to
be with Peter and Tink—and, as this was what

THE GAME OF PETER PAN

you were trying for all along, you win the game!

In the picture of the Peter Pan Game, I placed the Neverbird's nests at the two blue corner squares. The arrows just mean that everything points to the Neverland, you want to be there so much!

If your game-board should be larger or smaller than that which directions call for, you may have your color squares come out unevenly but you can *play* just as well that way—so go ahead!

I made a little Wendy House
With windows and a door,
I placed it in my Neverland
Upon my play-room floor:
An' then, I played with Peter Pan—
An' Peter played with me—
We had a very jolly time,
As *gay* as it could be!

CAPTAIN KIDD'S TREASURE GAME

Material Required to Make Captain Kidd's Treasure Game: one half—preferably the lower part—of some large box about nine by eleven inches. This forms the game-board. Two colored buttons of different kinds—or two spools that may be colored—are used for the men; and a very small box about an inch in size is used to represent the treasure. Anything you wish may be hidden in it—a pebble or a bead.

A counter is used in playing the game. This may be made from almost any small box; either round, square, or oblong. A bit of cardboard will be needed for its indicator-hand; a round wire paper-shank will be required to act as pivot upon which the indicator may be spun.

Tools Needed to Help in the Construction of Captain Kidd's Treasure Game: crayons, ruler.

Don't you wish you might find a bit of Capt. Kidd's Treasure some fine day? Ever so many persons have hunted for it and part of it *was* found but, no doubt, there is more somewhere!

Finding treasure is such an adventure—and an adventure is *always* a splendid sort of a game. Some-

CAPTAIN KIDD'S TREASURE GAME

times, one has an adventure and one wins—and then, again, one just doesn't!— *You* can have an adventure upon a desert island, hunting for some treasure that is supposed to have been put there! Your Desert Island will be a big cardboard box and, if there are no Savages about like those in the picture of my game, you will surely be able to find some either at a ten cent store, or a Japanese shop, or a toy shop. Maybe, you can “just pretend” them, if you prefer.

Yet if Savages may be pretend, you *must* have two adventurers to go a-hunting for the treasure! These, you can make yourself with two spools. Mark off faces on the spools as you see those in the picture of the game. Color the top of one spool red and the top of the other blue. These are Red Head and Blue Top. They are in quest of Treasure, and they have an idea that it is located upon an Island, if they can only reach there!

The Island, as I have said, is a big cardboard box. You need one at least eleven inches long and nine inches wide.

Take ruler and with it draw upon the bottom of your box making eight parallel horizontal lines like these in the diagram, each an inch apart. (If your box is larger than mine, you will have your lines a bit further than one inch apart. You can divide the distance, working out your own problem. It is something of an adventure, if you think of it, just to conquer a problem!)

Next, divide the surface of your box with vertical

THE JOLLY BOOK OF PLAYCRAFT

lines one inch apart, or more if your box is not the exact size of mine. There should be ten of these. When you have drawn them, the entire box is covered with squares. Some will need to be colored.

Take your green crayon and color the space marked in numbers on the diagram leaving the corners at the left of the box cover without marking upon them. If you follow the numbered diagram,

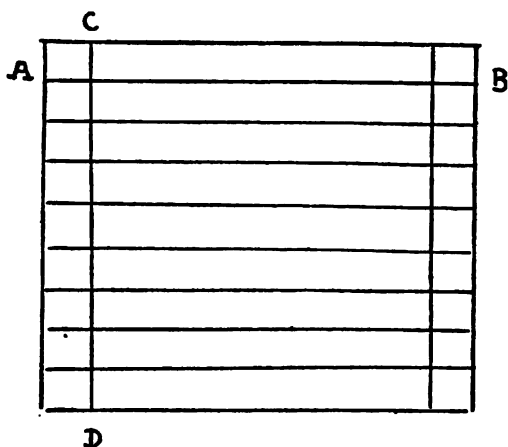


Diagram for Captain Kidd's Treasure Game

coloring all numbered squares, and counting yours to correspond, it will be very easy.

Inside of these colored squares, toward the center of the box, leave a space of white squares all the way around. Next to them, nearer the center still, omit a corner square of green, again, just as you see it in the picture and as the diagram shows.

Place some very small treasure-box in the very cen-

CAPTAIN KIDD'S TREASURE GAME

ter of the game-board. The two Adventurers, bold Red Head and Blue Top, are in quest of it. They may go about the Island, trying to get it, but only when they find the fortunate clue, can they turn down into the second white inner square of the game-board as you see Blue Top starting to turn in the picture. Next turn, he will go down and around the inner white square till he lands upon another space where

	2	3	4	5	6	7	8	9		
	2								10	
	2			5	6	7	4		10	
	2		4				4		10	
	2		4	5	6	7			10	
	2								10	
	2	3	4	5	6	7	8	9		

Diagram for Captain Kidd's Treasure Game

he can turn in and come closer to the treasure. He may be able to get it, if he follows the right clue and stops at the right place without going past. There are only two places where he can find a clue (the square that allows him to turn in), and enter to find the treasure. While he is there, if he does reach the treasure, he must turn up the number 2 on the counter. If he fails to turn up 2, the Savages have frightened him away. He must go out of the game

THE JOLLY BOOK OF PLAYCRAFT

and start at the beginning fresh for a new try! If he does turn 2 upon his turn, he claims the treasure and starts out home with it. He must go back as he came and, if overtaken by the other adventurer, Red Head, may lose it! Red Head may carry the treasure off, if he can land on the same square as Blue Top. (The spool may stand on top of the box or the box be carried on the head of the spool in returning "home.")

HOW TO PLAY THE GAME OF CAPTAIN KIDD'S TREASURE

Two players may play.

Count out for beginner.

Play is made in turn.

To start, one player spins the counter. He may enter his man on the "Island" (game-board) at a side opposite the "clue" opening if he turns up the lucky number 3 for his count. Then, he starts three squares on his way playing toward the right.

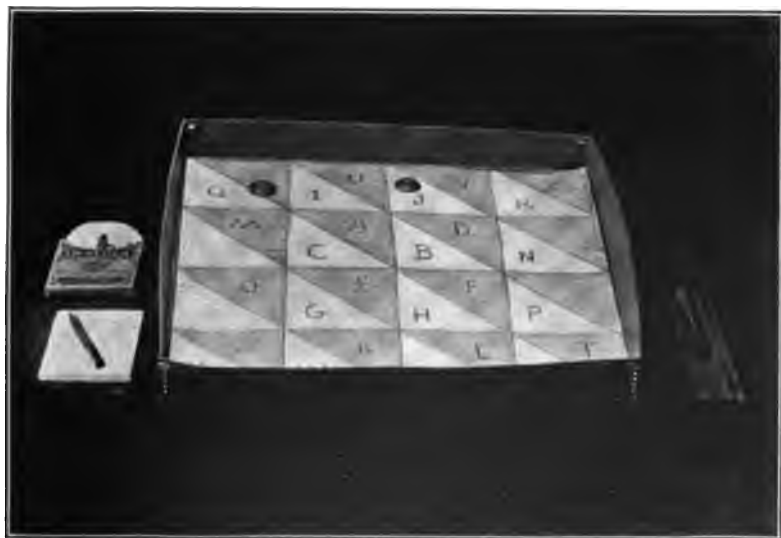
When a player stops on a corner where he *could* go in nearer the center of the game-board, he may do so. Then, on his next turn, he may enter the inner section of the game-board nearer the treasure, going always from left to right.

Should an Adventurer reach treasure at the center of the game-board, he may not take it away unless his count while there is 2.

If 2 is obtained, go out on this count with the treasure



Captain Kidd's Treasure Game Drawn with Crayons on the Base of an Oblong Cardboard Box. The Gallant Adventurers in Quest of Treasure are Spool-People.



Who's-Who, a Game Drawn Within a Square Box Cover. Can You Spell a Famous Name with a Toss of the Button? See!

CAPTAIN KIDD'S TREASURE GAME

at the opening diagonally across from the corner where both players started their men. On the next turn, the player's man may go out to the outer rim of the game-board and, keeping his move toward the right, go out of the game, if he can.

Any player who has been to the center of the game-board after treasure and who finds it gone, need not obtain the count of 2 to leave the center, but may pursue the other player and take the treasure from him, if he can. To do this, he must rest on the same square. (Treasure may change hands many times. It always belongs to the one who *overtakes* another player, never to the one who is caught up with in a move and passed.)

No more than one man may rest on any square. Others forfeit play that brings them there unless they may claim treasure by this move. Then, they get an additional count of one move and go forward upon the square ahead.

One must have an even count to go out and win the game.

- I sailed upon the Sea of Box,
Where treasure islands lay,
I landed, and I found the gold,
An' carried it away!

THE GAME OF WHO'S WHO

Material Required to Construct the Game of Who's Who: a large square hat-box cover, two heavy buttons.

Tools Needed to Make the Game of Who's Who: crayons, ruler.

A bit of paper and two pencils will be required to keep score when two play the game.

You have played Anagrams, perhaps. In Anagrams, one draws little lettered squares from the center of the table, and one tries to spell words with these. In this game of Who's Who, the names of well-known persons are to be spelled. These names may be noted names in literature, or in any other field: history, science, art. You must, however, be able to tell correctly to which they belong and all names must be well known.

In order to draw the proper divisions inside the box cover, to make moves for play, first divide the box cover with three parallel horizontal lines equally distant one from the other. This is quickly done by cutting a strip of soft wrapping paper about an inch wide the length of your box cover. Fold this in half and fold the half again. There will be creases in the

THE GAME OF WHO'S WHO

paper just where you should draw your parallel lines. Make the marks all around the side of your box inside the rim. When you have made the horizontal lines like these in the diagram, cross them with three vertical ones.

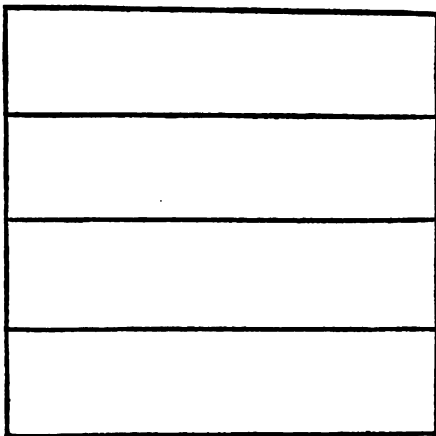


Diagram for the Game of Who's Who

Your box cover is now divided into squares. Take your black crayon and cross these half and half, diagonally from corner to corner to make triangles. This will give you thirty-two triangles. Write on each of these a letter of the alphabet.

Repeat the vowels and leave one triangle blank.

Before you write the letters of the alphabet, you may, if you wish, color alternate triangles as I have done. Use a green crayon, or orange, or brown. It makes play a little more clear.

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Two may play the game or even three or four.
Each must have pencil and paper.

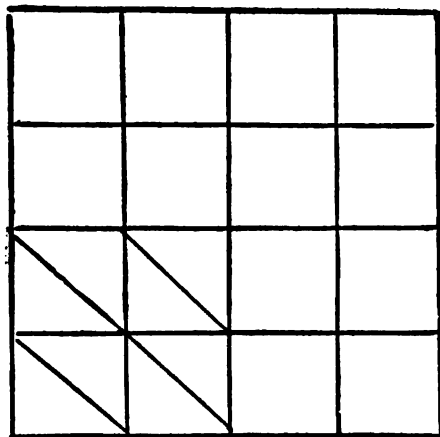


Diagram for the Game of Who's Who

HOW TO PLAY THE GAME OF WHO'S WHO

Players in tossing buttons sit three feet from the game-board.

Players count out for order of play.

Play is made in turn.

A play consists of tossing two buttons so as to try to obtain the letters of a well-known name: P-O-E, Poe; C-A-E-S-A-R, Cæsar; B-U-R-N-S, Burns.

A player obtains a letter when his button falls upon the triangle upon which it is written.

After every play, the two letters are written on the player's paper or score.

The first to spell a noted name with letters wins.

THE GAME OF WHO'S WHO

It is not necessary to make the proper name that belongs to it—only the surname. Letters may be arranged any way you wish. You may discard some letters but your vowels and consonants must all be of the exact number required.

This same game-board may be used for a Geographical Game in which names of cities, rivers, continents, oceans are spelled in a like manner. It may be used to spell words only, just as you spell them in Anagrams. To win, a player must make four words.

It must be fine to be *famous*,
And, when I grow up to be tall,
I think that maybe, I'll DO SOMETHING—
But I cannot decide *what* at all!

THE GAME OF PAPER BEAN-BAG

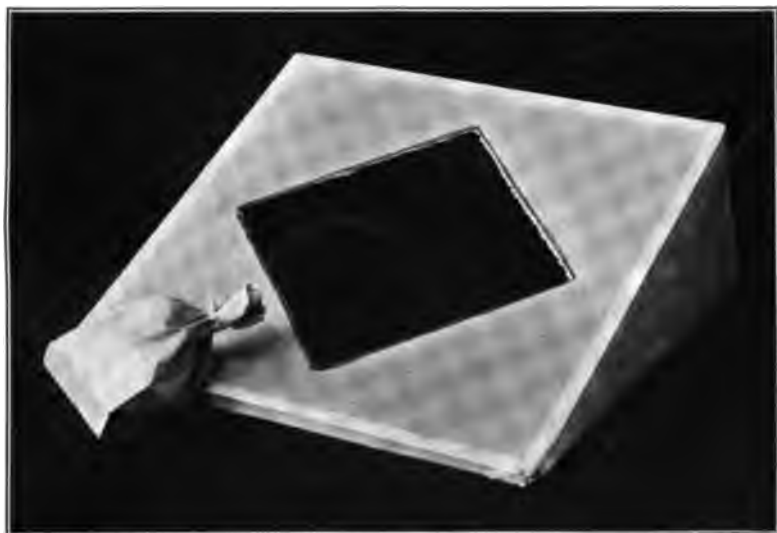
Material Required to Make the Game of Paper Bean-Bag: the lower half of a square hat-box, some small paper bags, an old newspaper, some string.

It takes beans to make bean-bags and bean-bags have to be sewed. Sometimes this isn't at all convenient. Either there are no beans to use or there is nobody to sew the bags. Beside this, bean-bags can't be played in the house for fear that they may break something. (Of course, one *can* play with them, but it is safer not to!) Paper bean-bags, however, you can make without beans and without sewing. You can play with them in the house too.

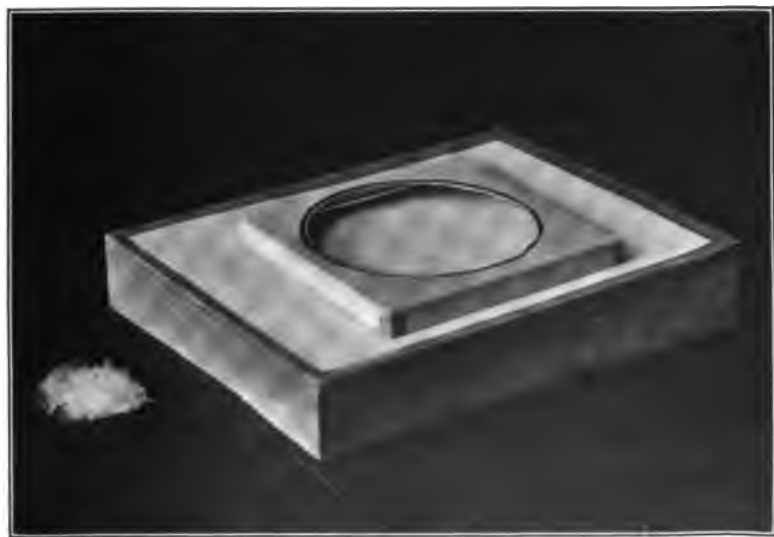
You can make paper bean-bags with paper bags. Save the smallest ones the grocer sends. Stuff them with bits of newspaper till each bag is heavy enough to toss, and tie the opening of the bag with string quite tight. You should have six small bags. Those marked a quarter of a pound are best to use. (Where you have no bags, take six stout envelopes. Fill each with six heavy buttons and seal them tight.)

The game is a toss game and you will need a large hat-box to use in playing it.

Use the lower half of the hat-box. Cut a big square hole in it.



Paper Bean-Bag, a Game Made from a Large Cardboard Hat-Box, and Played with Small-Sized Grocery-Bags Stuffed with Paper.



Feather-Fly, an Enticing Game Played with a Box and a Feather. Can You Blow a Feather?

THE GAME OF PAPER BEAN-BAG

Next, cut off the rim of one side of your hat-box. Cut each side sloping toward this, and there is your game finished!

HOW TO PLAY THE GAME OF PAPER BEAN-BAG

Stand six ruler lengths from it, and try to toss into the hole. Toss the six bags in succession.

Play in turn. Count out for beginner and order of play.

The first to make a score of 24 wins the game.

When the wind blows—who cares!—

There's a jolly good game to play,

And when one is busy, who thinks

Of its being a RAINY DAY!

THE GAME OF FEATHER-FLY

Material Required to Make the Game of Feather-Fly: a box about five or six inches long, or square, or round and a fluffy feather about an inch or two long.

Tools Needed to Make the Game of Feather-Fly: a pair of scissors.

Probably you never supposed that you *could* play a game with a box and a feather! But you can! Two players or four may play.

First, hunt for a downy feather. It will not be difficult to find one.

Next, hunt for a good-sized box and cut a hole in it—one that is about three inches in diameter. If it is hard for you to make a perfect circle, cut a square out instead.

Place the box in the center of some large table where there is at least fifteen inches to each side of its edge.

Place the feather at the edge of the table in front of the box.

HOW TO PLAY THE GAME OF FEATHER-FLY

Players stand opposite each other, each on one side of the table.

THE GAME OF FEATHER-FLY

Count out for beginner and for order of play.

The beginner stands on the side of the table where the feather has been placed. He must try to blow it into the box. He can only blow once.

The next player must try to blow the feather in, where it lies from his side of the table. If he cannot, and it is clear by general vote that he cannot, he may, for that turn, stand where he wishes. After blowing one puff, he comes back to his place.

The first to blow the feather into the box, wins.

If a feather floats off the table, the next player starts it from the center rim of the table on his side.

The game may be played "partners." In this case, partners stand opposite each other and no player may leave his side for any play. He may, however, blow the feather toward his partner to such a place that it will be difficult for the player following him to reach it as he might like. In this case a combined count of 3 is the count that wins the game.

There is magic all about you,
And you'll find it every day
In very many little things,
That surely come your way!

If *boxes* will make happy games,
And feathers turn to fun,
There surely should be gayety
Enough for every one!

THE SHOPPING GAME

Material Required to Make the Shopping Game: some mail order catalogs that have pictures, a large box cover for a store counter, about a cupful of dried white or brown beans, the round or square cover of a small box about an inch square or round, and a small bit of stout stick as thick as an ordinary pencil.

Tools Needed to Help Make the Shopping Game: scissors.

It is always jolly good fun to play Store and here is a game called Shopping Game in which you play Store, buying whatever you may wish from a counter. The game is played with beans for money. If you wish to make it, find some picture catalogs such as are often sent from houses that have a Mail Order Department.

Beneath the pictures, or close to them, there are the prices of the articles pictured. Cut out the pictures in neat squares and write beneath each its price. You should have about twenty-five or thirty-five *things*. Do not cut the very large ones but, so far as is possible, use small pictures about an inch or two square.

Place these, when numbered with price, upon the big box that represents the shop counter.

Find some dried white beans to be your "money."

THE SHOPPING GAME

A cupful is a plenty. Give each player fifteen beans. Place the rest aside in a pile by themselves.

For counter a top is used in this game. Spin it and wait till it stops. The side it rests on determines the player's count. The count that it gives a player entitles him to take new beans from the large pile. It is made with the cover of a small square cardboard box by dividing its surface into four equal parts and numbering these 1, 2, 3, 4. (Draw diagonally from corner to corner.)

Run a blunt pointed bit of stick about two or three inches long through the center of this box cover and glue it fast, if need be, to make it firm. Spin the upper part of the stick between your fingers, release it, and then let the top twirl till it falls upon its side. The number marked on the side the top falls upon is your count. Take as many beans as the counter gives you. Add these to your pile and make your play of purchase. Only one article may be bought in one play. (Any counter may be used in playing this game, but whatever one is used should have no higher count than 4 upon it.)

HOW TO PLAY THE SHOPPING GAME

Two or three may play this game.

Play is made in turn.

Count out for beginner.

The sum of the numbers in the prices of articles is the buying price as $\$1.50-1+5+0=6$. Six beans is then the price of the article.

THE JOLLY BOOK OF PLAYCRAFT

All players must miss turns if they have not enough beans to purchase. They must wait till the counter gives these in play.

When all articles have been sold, the winner is he who has most beans left in his pile and who has purchased the most articles.

I like to snip with scissors,—
And if, perhaps, you do,
You'll like to cut out pictures
And make a Store Game, too!

You mustn't spend your "money"
Quite recklessly, you know,
For money's very handy
And it is quick to go!



Shopping Game in Which a Counter is an Oblong Box and You Buy All You Can.



The Game of Remember, a Little Memory Game Played with a Box and Cut-Out Pictures.

THE GAME OF REMEMBER

Material Needed to Make the Game of Remember: a box of good size, the advertising pages from two magazines.

Tools Needed to Make the Game of Remember: scissors.

Do you see things quickly? Do you remember well? How well can you do either of these? There is no jollier way to find out than just by turning it into a game in which you pretend to be looking at a shop window, and in which you tell on the count of five all you see there.

Two may play the game. Each has scissors and each cuts out whatever pictured articles please him from magazine advertisements: soap, books, shoes, watch, breakfast food, and so on, up to ten articles or twenty.

The box for Shop Window is placed between the two who play. Play is started as soon as each has cut out ten pictures. Neither may see what pictures the other player has. Only familiar objects may be used.

Cut these out without printing if you can do so. Do your work neatly.

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HOW TO PLAY THE GAME OF REMEMBER

Play is made in turn, two playing.

Count out for beginner. This player selects from out his cut-out pictures one and places this on the Shop Window. The other player has meanwhile blindfolded his eyes. When the signal, "Look!" is given, he examines the shop window while the first player counts five as rapidly as he can. On the count of "Five!" he must cover his eyes and tell what he has seen. If successful, the play is repeated with two pictures, one old, one new, still on the count of "Five!" If still successful, yet another picture is added on the same count. This continues on the count of five till a player has passed five different articles and can remember them in their exact order. After five articles, the count is *ten*.

The first to be able to name the ten different articles in order correctly, wins.

As soon as one player fails, the other starts to arrange Shop Window and the order continues from one onward. After a failure, some new picture is started at the first part of the game, and a new order is given.

It may be that you can remember even beyond the number of ten articles! For each additional five, a new count of five is added by the one who gives the signal, "Look!"

After you have gone as far as *ten*, all correct, see how much further you can go!

THE GAME OF REMEMBER

I like to work—

I like to play—

WHICH one is best?

O, can you say?

I like to work—

I like to play!

And BOTH are good

For every day!

THE GAME OF GOING TO THE MILL

Material Required to Make the Game Going to the Mill: a large square hat-box cover or the lower half of a box that is this shape and size, one small druggist box, square or oblong, two small round or square pill-boxes, five white beans.

A counter for this game is made from a small cardboard box about three or four inches square, or round; a bit of cardboard is needed from which to cut an indicator-hand, and a pivot, for it to turn and spin upon, should be a round wire paper-shank.

Tools Needed for the Construction of the Game Going to the Mill: ruler, compass, crayons, scissors.

Once upon a time, there were some little dwarfs to whom a kind miller offered sacks of flour. Each dwarf lived at the opposite end of a great green plain, in the center of which was the miller's mill. Each little dwarf wanted as much of the flour as he could get, but only one sack might he fetch at one trip. Which little dwarf had the largest number of flour sacks? No! This isn't any problem in mental arithmetic! It is a game! You can make it and find out the answer. The dwarfs were four: Benny, Bobby, Tip, and Tim. Shall I tell you how to make the game?

THE GAME OF GOING TO THE MILL

Find a square hat-box or its cover. This is to be made into a game-board. If there is printing on the cover of the box, either paste some brown paper entirely over the cover and trim it neatly at the edge of the box or, more simply, turn the box over and draw upon its base as directed.

First, the inner circle must be drawn. Take your compass and draw one about eight inches in diameter.

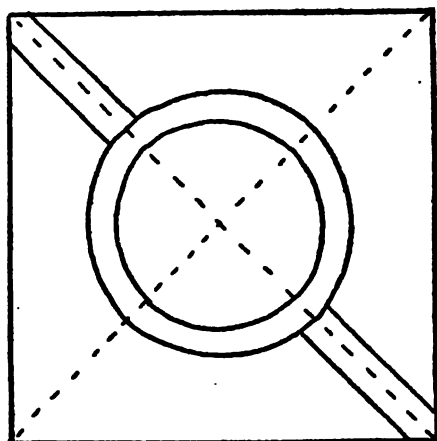


Diagram for the Game of Going to the Mill

Where you have no compass, use a small round plate to give the outline to your circle. Draw lightly with pencil and outline your work afterwards, when quite correct, with black crayon.

Draw a second circle, larger than the first, so that its circumference forms the even roadway around the mill.

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Join to this, from each corner of the board, the dwarfs' roads that lead to the Mill Road.

Next, through the circle, running across the middle, draw another "road," and also one crossing this the other way at right angles.

Last, divide these all into sections as you see them indicated in the picture and diagram. Color the

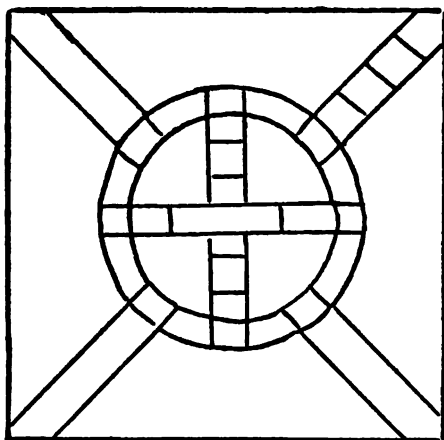


Diagram for the Game of Going to the Mill

squares alternately brown. Color the rest of the box, except the "roads," green.

In the center of the game-board, place the drug-gist box, standing it on end to represent a mill. Cut some small sails out of cardboard and run a pin through them at the center. Press the pin into the box and there, sure enough, is the Miller's Mill.

Now, to begin, place ten white beans within the Mill. These are the white sacks of flour which the

THE GAME OF GOING TO THE MILL

Miller offered Benny, Bobbie, Tip, and Tim. Are only three of you to play? *Did* you say only *two*? It really doesn't matter: you can be Benny and Bobbie this time and Tim, if you like, may or may not enter this game. Four *may* play; three *may* play, two *may* play. Each player's move on the game-board must be represented with a button. Buttons must be sufficiently different in shade to be easily distinguished. A crayon mark in color will generally fix that.

Each *may* have half a pill-box in which to keep gains at his corner of the game-board.

In case of a tie add new beans in the mill till winning is made clear.

HOW TO PLAY THE GAME GOING TO THE MILL

Count out for beginner and order of play.

Players play in turn.

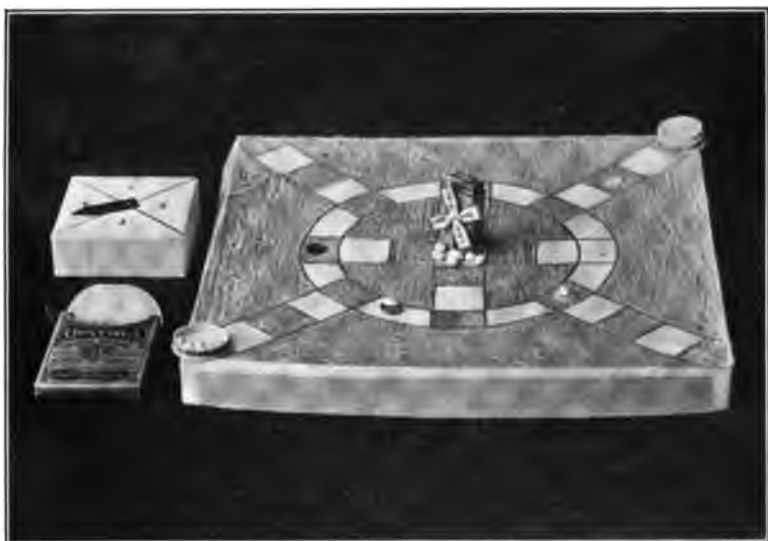
Each turn is a spin of the counter and a move upon the game-board in any direction desired so as to reach the Mill. If a count carries one beyond a crossroad that leads directly to the Mill, one must continue to go around till one obtains the count that permits one to rest at the opening of a crossroad leading toward the mill without change of direction. One must wait there till one turns the proper count to reach the Mill exactly. Then, one may take a sack of flour, a bean, and go home as speedily as possible. On arriving at "home," the end corner square from

THE JOLLY BOOK OF PLAYCRAFT

which play was started, the bag of flour is deposited in the house, half a small box, and the player starts back to the mill for more.

At the last, if any player is free, having just deposited his sack of flour at home, and if there are no more sacks to seek at the mill, he can then try to overtake some player who has a sack of flour and is going home with it, and try to take it away. If he can rest upon the same square as this other player, he may take the sack. It is, however, *his* only so long as he can keep it. The other player *may* take back his property and the contest over it may be lively. Only in case of a tie, are beans added at the Mill. One should be added at a time, till definite winning is made.

I like to play this little game
Of Going to the Mill,
I played it when I stayed a-bed
But wasn't very ill:
An' Mother played it with me,
She thought that it was gay
To think that *I* could make a GAME
That was such fun to play!



The Game of Going to the Mill in Which the Miller Has a Busy Time.



Box Checkers Made on a Square Hat-Box Cover and Played with Colored Button-Molds.



BOX CHECKERS

Material Required to Make the Game of Box Checkers: a square hat-box or its cover, sixteen large wooden button-molds.

Tools Needed to Make the Game of Box Checkers: ruler, crayons.

Almost every one likes to play checkers, but it isn't every one who owns a checker-board or who has one at home when he wants it. You may make a checker-board of your own, if you wish it any time. You will need a large square box cover such as come fitted to hat-boxes. If it has print upon it, paste some clean brown paper over all the top and trim it off neatly around the sides. The lower half of a hat-box may be used in place of the cover, if you prefer.

You know what a checker-board is like, don't you? It is all divided into small squares colored usually black and white, alternating in color.

An easy way to measure spaces for your checker-board that is to be made with a box, is to take a thin piece of brown paper and cut it in a quarter-inch strip the exact length of one side of your box. Fold this piece of paper into half; fold the half to make quarters; fold the quarters to make eighths—and there you have your measurements! Unfold the strip of

THE JOLLY BOOK OF PLAYCRAFT

paper, and, placing it along each side of your box in turn, make a mark where a folding comes in the paper. First, join these from side to side vertically parallel.

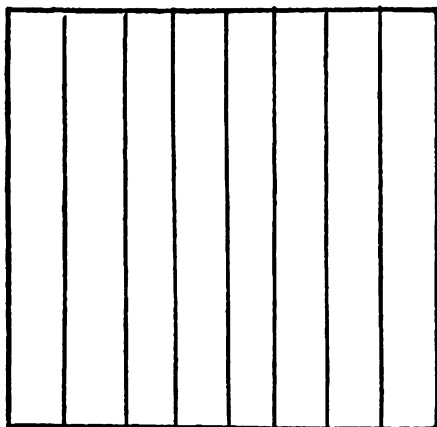


Diagram for Box Checkers

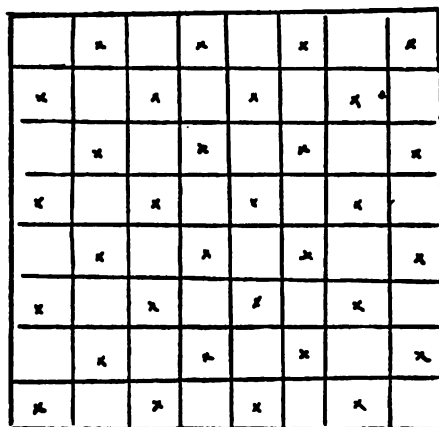


Diagram for Box Checkers

BOX CHECKERS

Next, cross these lines with others running from the two other sides to join similar points horizontal and parallel. This gives the squares needed for the game-board.

Color these as you see indicated here in the diagram by small crosses. Each square that has upon it a cross is to be colored black. In coloring, keep your lines as uniform as you can and run all in one general direction. This tends to make your work appear neat.

The button-molds are used in playing the game. Eight may be colored red and eight yellow. Both top and bottom of the button-molds must be colored.

HOW TO PLAY BOX CHECKERS

Two players may play.

Play is made in turn by moving from one square to the next or by jumping over as many men as space allows. Only one man may be jumped over at one time, but you may jump as many others, singly, as you can.

If you see a move to jump your opponent's man, you must take it. Always jump as many of your opponent's men as you can.

Men once jumped over are taken off the board.

A player tries to have his men reach the opposite side of the game-board. When a "man" reaches there, he is "crowned." In Box Checkers, when a man is "crowned," that button is turned over.

The one to win is the one who can take the largest number of men.

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Ordinary "men" can move forward only, and forward to right or left. A "man" crowned, king, may move any way he pleases.

I made a checker game myself—
It wasn't hard to do—
And, if you'd like a checker game,
Why, you can make one, too!

THE FAIRYTALE GAME

Material Required to Make the Fairytale Game: a large oblong box or box cover about twenty inches long and twelve inches wide to make the game-board; a small druggist box about an inch in size to make the Witch's House; a large box, tall, to form a Castle; a bit of cardboard from which to cut a Dragon; a button-mold and a bit of stick to make the guide-post; a small box cover to make the Enchanted Gate; a wee doll-figure for the Princess; two lead soldiers for Knights.

This game is played with a counter. The counter is constructed from a small square or round box about three or four inches in size. Its indicator-hand is cut from a piece of stiff cardboard. The indicator-hand is fastened to the counter by means of a round wire paper-shank.

Tools Needed to Make the Fairytale Game: scissors, crayons.

Once upon a time, there was a Witch. Just why she did it, nobody knows, but she imprisoned a Princess in a high tower and put a yellow Dragon in charge to guard against her running away.

Everybody wanted to save the Princess, but there were ever so many things that prevented this! One

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reason was that at the entrance of the Castle Grounds, there was a Magic Gateway. Nobody could open the gate and reach the Castle Grounds unless they knew the password.

The next reason that persons failed to reach the Princess was that there was a guide-post placed "where three roads meet." This directed one quite wrongly, if one didn't know better. And there was *another* reason, the Dragon that guarded the Castle! Beside all these, there was the Witch, herself! Indeed, as you can see, it was very difficult to rescue the Princess.

But one day, a Black Knight and a White Knight decided that they were both brave enough to try. And *did* they save the Princess? AND which one rescued her? THAT is the game you play to find out the answer. When you play it, you will see which one learned the password first; which one was too smart to follow the guide-post; which one got the better of the Dragon first; which one cleverly avoided the Witch; and which one rescued the Princess!

You will need to draw the game-board with crayons.

First, with black crayon, mark off the line *A-A* at one long side of your box. At the left, follow this with *D-D*. At the other side, make *B-B* and at the lower part of the box as it stands before you, lengthwise on the table, draw *C-C*. By comparing this with the picture of my game, you will readily see what is what.

THE FAIRYTALE GAME

Next, carefully map out the inner part of the game-board, making the figure *H* and *K*. Color the spaces on which you see small crosses. Make these green, and there you have your roadways!

Next, mark off these roads into sections as nearly like mine as you can make them. Be careful to make every division clear and to have the openings to the

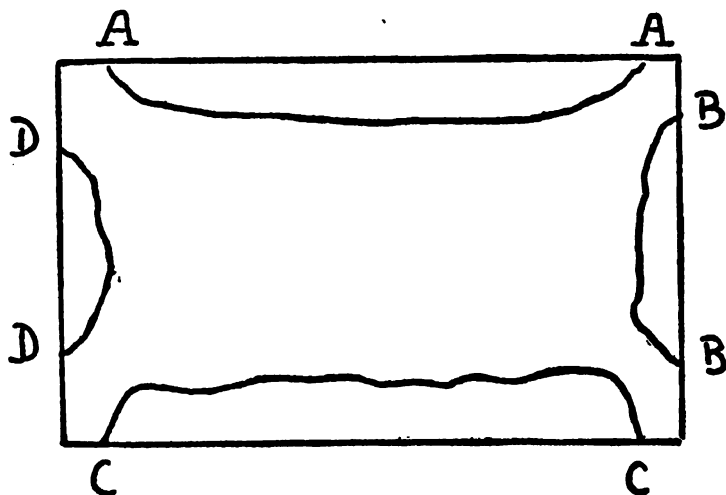


Diagram for the Fairytale Game

Castle Road coincide exactly with similar spaces on the outer roadway.

When these are made, always with careful reference to the picture, you may begin to do the other work upon your game.

The small druggist box is made into a Witch House by giving it two windows and a door marked with black crayon. It may have a red roof also, if you like.

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Paste it where you see mine placed in the picture.

A small square box cover forms the Magic Gate.

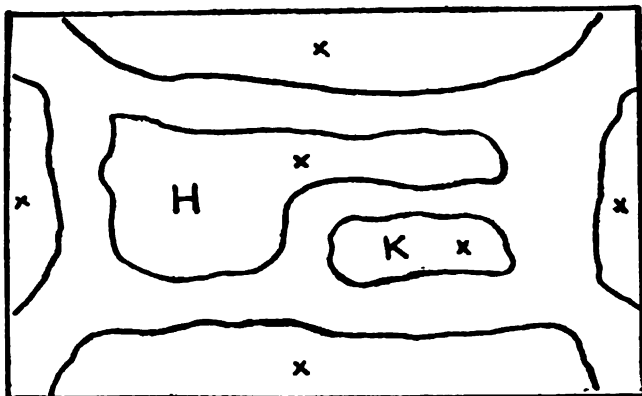


Diagram for the Fairytale Game

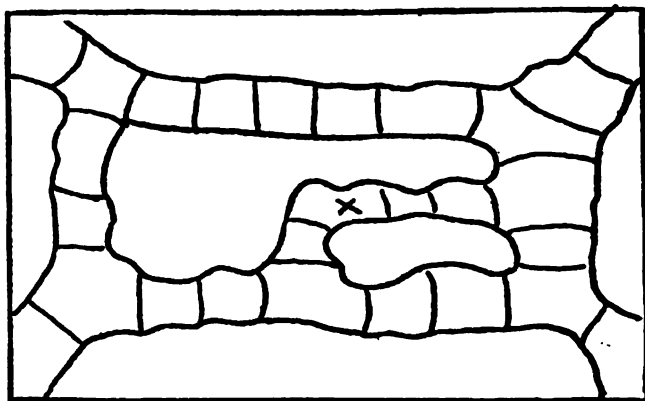


Diagram for the Fairytale Game

Mark its bars with a black crayon. It, stands in place if glued. If there is any question of your abil-

THE FAIRYTALE GAME

ity to make it stand upright, run a pin down through its cardboard.

The guide-post is a bit of twig, split at the top to hold a strip of cardboard, pointing toward the box-rim. A button-mold makes the stand. The guide-post may be glued into place.

I cut a Dragon out of a bit of cardboard. I colored mine yellow and green. He stood upright on two flat bits of cardboard that were cut at the top to hold him. He was really a DRAGON. Maybe you can manage to make a much better Dragon than mine.

The castle is made from a tall box, one whose base is about two inches square and that is about four inches high. Take off the cover. Cut the rim of the cover so as to make the tower ramparts. This is done by turning the cover rim upward and removing equal bits of cardboard from it at intervals of even space. Use scissors. Glue this, when cut, to the part that was the bottom of your box. Then glue the lower rims of the box to the spot where the Castle should go, marked in the diagram by *X*. Tall tower windows may be drawn on the sides of the Castle with your black crayon. Doors, back and front opening on the two roadways, may be made, too. Really, it makes a very cunning Castle, don't you think so? The tiny doll, such as one might find in a walnut shell or birthday cake as a prize, goes upon the Castle ramparts. *That* is the Princess!

Two lead soldiers are Knights for playing the

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game. If you cannot find these, you may use two Noah's Ark men. Buttons may be used to represent the players' moves also, if preferred. One light button and one dark answer the purpose.

A counter is needed also. This is quite easy to make. Any three- or four-inch square box will readily be transformed into a counter. A round box the same size may be used. You see one in the picture of the game. I think small candies of some sort came packed in it.

Turn your box over and draw across the base that is free from print. Use black crayon and if the box is square draw from corner to corner diagonally. If the box is round, draw a cross upon it that divides the surface into four equal sections. Number sections of your counter 1, 2, 3, 4.

The counter is to have an indicator-hand that is to be spun upon a pivot. The indicator-hand is cut from a piece of stiff cardboard to fit the size required by the box you have chosen to use.

A wire shank that makes a round hole is used as a pivot for the indicator-hand to spin upon. It should be pressed down through one end of the indicator-hand through the cardboard box and it should be fastened loosely. The hole through the indicator-hand must not be tight. If it is, the hand will not spin as fast as it should.

You can make up a fairytale to fit your game as you play with the Dragon, and the Knights, and the Witch, and the Princess.

THE FAIRYTALE GAME

HOW TO PLAY THE FAIRYTALE GAME

Two may play the game. Each must have a Knight to represent his play upon the game-board.

Some toy figures or buttons may be used for this.

Players play in turn. Count out for beginner.

In starting, both players place their figures outside the Magic Gate and stay there till they learn the password. (This is when number 1 is given by the counter's indicator-hand.)

Each player spins the hand of the indicator and moves as many spaces upon the game-board as it permits, going around the board toward the left at the start and continuing around till his man rests on the opening of a crossroad. In this case, he follows the direction of the crossroad at the next turn. If he does not *rest* upon a crossroad square, he goes safely by the false guide-post that directs a player "out of the game"; past the *Dragon* where a player must stay and "fight" till he can turn number 1 on the counter; past the *Witch House*, where a player is kept over one turn. If, however, a player can rest on the square before the opening of the *Castle Road*, on his next turn, he may go in there. As soon as he can turn 1 on the counter, he is said to have rescued the Princess and he starts on the other side of the Castle Road and goes out of the game as soon as he can.

After a player has rescued the Princess, neither the

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Witch House nor the *Dragon* have any power.

A player's man passes them without penalty.

Play is made around the game-board till a player's man may turn in at some opening of the *Castle Road*.

The first to rescue the Princess, and pass the Magic Gate, on his return, wins. A player needs no password on his return. He may pass the gate on an uneven count and go out.

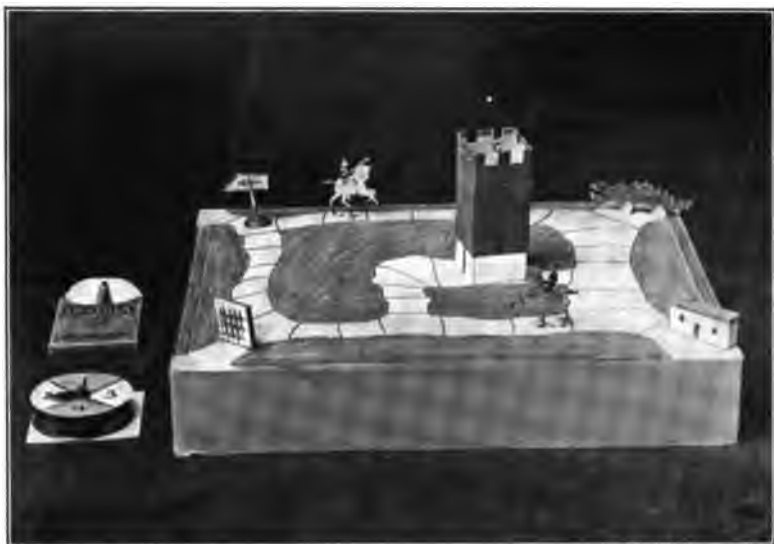
Princess may be rescued more than once.

You'd like to fight a DRAGON?

It might be fun to do!—

BUT, you would like a toy one

That didn't gobble you!



The Fairytale Game Made with One Big Cardboard Box, Some Small Boxes, and Played with Knights that are Lead Soldiers.



The Game of Books Made from Publishers' Catalogs and Played with a Box-Counter.

THE GAME OF BOOKS

Material Required to Make the Game of Books: one or two book catalogs, some sheets of heavy paper (not cardboard), a cardboard box that is rather large, a small box about four inches square, a bit of cardboard, a wire paper-shank that has rounded sides, some dried white beans or buttons of various kinds.

Tools Needed to Construct the Game of Books: scissors, paste.

Perhaps you like to play *Authors*? If you do, you may like to make a little game of *Books*. It is not like *Authors*. It is a game in which you draw books from the library and the books, instead of being written by grown-up peoples' authors, may be the ones *you* like best. You may play with *Alice in Wonderland*, *Robinson Crusoe*, *Cinderella*, *The Swiss Family Robinson*, *Treasure Island*, and other books written for children.

These books are advertised in publishers' catalogs. If you look through the pages of some, you will see pictures of children's books. Cut these pictures out. Paste each upon a piece of stiff paper folded to make what represents the two covers of a book. Cut out as many of these pictures as you can find. Where there are no pictures, make the books from folded

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paper with printed title pasted on them. This title may be cut from the catalogs. You, of course, will like to choose the books you like best, if you can find their titles.

When you have arranged about twenty-five of these books, or more, place them all upon the box that represents *The Library*.

You will need a counter to help in playing the game. This may be made from a square cardboard box that is small. Draw across its surface diagonally from corner to corner, and then from the center of one side to the center of the opposite side, making a cross. Number each section 1, 2, 3, 4, 5. From a bit of stiff cardboard, cut an indicator-hand to fit your counter-box. Fasten this, after pointing one end with scissors, at the center of your box. Use a round wire paper-shank to make the pivot for the indicator-hand. By means of this, secure the hand to the counter-box. Do so loosely so that the hand will spin rapidly upon its pivot.

Each player has ten beans or buttons.

HOW TO PLAY THE GAME OF BOOKS

Two may play this game. Count out for beginner. Play in turn. Spin the hand of the indicator on the counter. Make play as it directs.

- 1 entitles a player to draw one book from the *library*. A player chooses this.
- 2 entitles a player to draw two books from the *library*.

THE GAME OF BOOKS

3 is "*The book you wish is out.*" You have no further turn now.

4 is *Return one book.*

5 is *You have a book overdue.* An overdue book means that you must return a book to the *library*, and pay out a fine of one bean or one button.

The first to have drawn and held 12 books wins.

In case of tied play, if you have not made enough books, each player puts back *all* he has, keeps his score, keeps his beans or buttons, and the game is begun in a new round of play. Books are said to be *Called in*.

You may add new books to the number of forty. In this case, increase the score to eighteen books.

In case of a tie, add a new book in the *library*.

In case a player cannot pay "*overdue*" he forfeits Library privileges and the other player wins.

Little Children, pray beware:
Handle story-books with care!
Playmate story-books, ill used,
Have a right to feel abused;
Dirty fingers leave their mark—
Horrid tracks all smoochy dark!—
Bindings spotted, pages torn,
Make a story-book forlorn;
And, I think, they feel it sadly
When you treat their covers badly.

THE GAME OF THREE-IN-A-ROW

Material Required to Make the Game Three-in-a Row: a square box or its cover, some red and white beans.

Tools Needed to Make the Game of Three-in-a Row: a ruler, crayons.

Here is a game you can play with dried beans, red and white ones. A square box cover or the lower half of some box about six or seven inches square will answer. Crayons and ruler are tools needed for its construction.

Measure off the surface of your box into squares, six or seven to a side, according to the measurement of your box. Each square should be an inch in size. First make the measurements and draw your lines horizontally from side to side of the box where your measurements come. Cross these with lines going from top to bottom of the box vertically. This gives the squares.

Cut each square diagonally, making a mark with crayon. Color alternate halves of these divided squares—and your game-board is finished.

If you prefer, the game may be played upon the squares but this does not always afford the same amount of room for play.

THE GAME OF THREE-IN-A-ROW

HOW TO PLAY THE GAME THREE-IN-A-ROW

Two may play. Each has a handful of beans, white or red. Each player's beans are of one color. Count out for beginner. Play is made in turn. A play is made by placing a bean on any square, not already occupied.

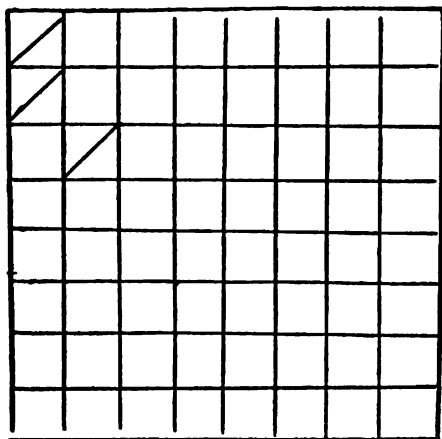


Diagram for the Game of Three-in-a-Row

The object is to place four beans in a row without being stopped by the other player. The beans must go on triangles colored alike. They may go in any direction.

A player may stop another's play by placing his bean, when his turn comes, at the end of the other player's line.

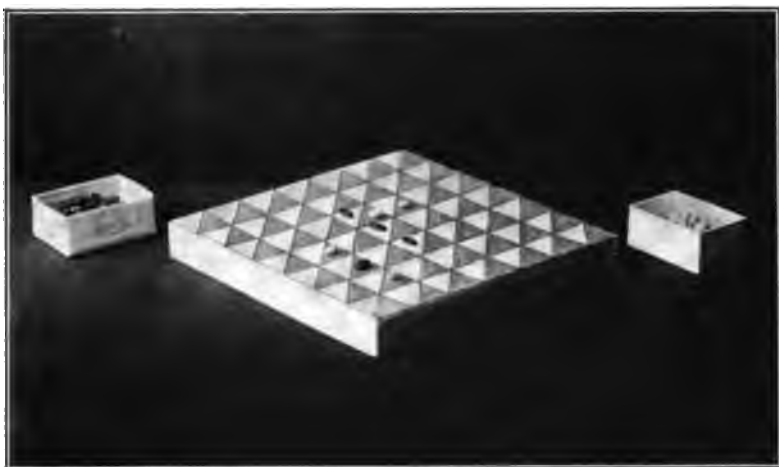
(If your game-board is large enough, you may make the game *five in a row*.)

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The game may be played in five rounds and the winner is he who wins the larger number of rounds.

My Treasure Hoard is boxes,
And beans, and buttons too!
I never heard that treasure
Might be so small, did you?

Perhaps such happy treasure,
Of very little worth,
Is better than a pot of gold,
Where rainbows touch the earth!



**The Game of Three-in-a-Row Made upon Half a Square Cardboard Box,
and Played with Dried Beans, Brown and White.**



**A Marble Game Made with One Long Cardboard Box, Three Metal
Bottle-Corks and a Box Cover and Marbles.**

A MARBLE GAME

Material Required to Make a Marble Game: the two halves of some large narrow box, perhaps one over fifteen inches long; a large box, oblong; the metal tops of three glass jars or bottles; and at least three small marbles are needed.

Tools Needed to Make a Marble Game: scissors, crayons, some glue.

Marbles are fun. Every one likes them. Do you want to make a marble game? It is not at all difficult. First, you will need a long box. Remove its cover.

Cut one end rim of the lower half of your box and fit the other end into the box cover at the center. Two brass paper-shanks, one at either rim of the cover, fasten the two parts of the box securely. Fasten the paper-shanks through both box-rims.

Cut a hole about two inches in diameter in the cover of the box, directly in the center over the sloping runway for the marbles.

Find some metal caps of jars or bottles that you are quite sure you may take, place these on a square box cover, as you see them arranged in the picture of the game. Draw around their rims with pencil, and

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cut the cardboard out. Press the tin screw-corks down into the holes you made to fit them, and, after glue has been placed around them, let them dry.

Color each section with crayon, making each section a different color. The two side holes belong to the corners. The middle one to the center. That's easy!

Now, drop a marble through the upper hole and see if it will go into a hole made by a metal cap. Didn't do it? Try again!

HOW TO PLAY THE MARBLE GAME

Two, or three, or more may play this game.

Three marbles are used. Each player uses these.

Count out for order of play. Play is made in turn.

The game may be played in as many rounds as are necessary for a player to make a score of nine. The first to do this wins.

I found a box and made a game
And, maybe, you will do the same:
Some marbles helped the play of mine;
They roll right down a steep incline,
And into little holes they drop,
Or, in some corner place they stop!
It is such jolly fun to play,
I hope you'll make the game some day!

THE GARDEN GAME

Material Required to Make the Garden Game: the cover of an oblong cardboard box, one at least eighteen inches long; ten large button molds; some twigs that fit firmly into their holes; some tiny scrap-pictures of flowers or else some very small artificial flowers. Two little dolls may be used in the play, or two Noah's Ark ladies.

The game is played with a counter made from a cardboard box three or four inches square. Draw on its under side which is free from printed matter, making a line from corner to corner diagonally. Another line must cross this, one made in the same way and using the other two corners of the box. Number the sections *1, 2, 3, 4*. Where a round box is used for counter, divide this by drawing a cross over its surface and numbering the divisions.

Tools Needed to Make the Garden Game: ruler, crayons, compass. A little paste or glue may be required but not enough to make a muss.

It isn't every day that one can make a garden but almost any day, even when snow is on the ground, one can make a Garden Game! In the Garden Game, one may plant and have bloom even when the January thermometer is below zero. The garden is within

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the cover of a cardboard box and you must arrange it with a path that runs around the garden right inside the box-rim. The box-rim that stands erect forms a fence. You may cut a gate at each end of the box-rim. Both gates cut, should be at the center of each end rim and both should be at least an inch wide.

Now, when you have made the gates, lay your school ruler inside your box alongside of the box rim. Draw on its inner side making a black crayon line to mark your path. When you have made this path evenly all around the sides of your garden-box, start at the gate, and divide the path into one inch-spaces as nearly as possible evenly. You should be very sure that the square by your gate is the size of the gateway and that the gate opens directly on it.

When all the path around the garden is divided properly, count three squares from the upper right-hand corner and from the third square start a pathway down two or three squares to a round flower-bed. The flower-bed may be drawn with pencil and compass and outlined, later, with black crayon. A similar garden-bed must be arranged for at the lower left hand side of the box, three squares from *that* corner.

Now, after all first divisions in the paths are clearly marked off with black crayon, lightly color the paths with brown crayon. Color garden-beds brown also. The rest of the game-board inside the paths is grass and should be made green with your crayon. This finishes the game-board.

THE GARDEN GAME

The game is played with tiny "plants." Each is made by placing a small stick in the hole of a button-mold so that it stands firmly. The button-molds, which are ten in number, should be colored also. Half may be made brown and half green. Glue a little stem of twig about an inch high upright so that it stands in each button-mold. Clay or plasticine may take the place of glue to keep the end of twig steady. These are the "plants" for playing the game.

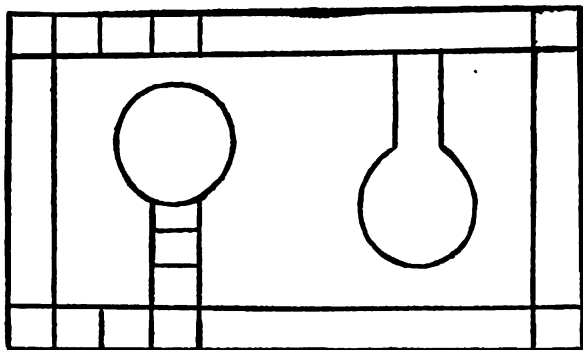


Diagram for the Garden Game

They are said to be "purchased" and must be carried to the individual player's garden-bed, and planted there. To win the Garden Game, the plants must have flowers and bloom! That's not half as hard as it sounds, however!

A counter is used in playing this game, one drawn on the surface of a round or square cardboard box is very quickly made. If you use a small square box, divide its bottom from corner to corner diagonally.

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Number the sections *1, 2, 3, 4*. Where a small round box is used, draw a cross with center at the center of the box and number the divisions that its lines make. Cut a bit of heavy cardboard to make an indicator-hand for the counter and fasten it to the box-counter with a round wire paper-shank. Fasten it loosely so that the hand will spin freely about the paper-shank as its pivot.

Small scrap-pictures of flowers may be purchased at toy-shops. They come in sheets, the flowers about a quarter of an inch in size. These may be used in the Garden Game. If you cannot find them, small flowers may be cut from bits of wallpaper or, perhaps, you have an old bunch of artificial flowers at home? These will answer. You should have ten small flowers. The flowers are placed on top of twig ends when one wins one.

Two doll-figures may be placed at the gates of the garden and left there. Each player owns the gate next which his doll is placed. Moves on the game-board, however, are not made with these but with the "plants" one desires to place in the garden-bed that is one's own.

HOW TO PLAY THE GARDEN GAME

Two players may play. Each has five button-molds arranged with twigs as "plants." Each must try to place these in his garden-bed. Each must try to make his plants bloom. They "bloom,"



The Garden Game, a Game in Which Each Has a Chance to Make a Pretty Flower-Bed.



The Happy Game of Blue Bird, in Which the Winner Finds the Right Blue Bird of Happiness.

THE GARDEN GAME

when a player obtains a flower to press down on the twig that is the plant-stem.

Count out for beginner.

Play in turn.

To start, spin the counter's hand. Move one of your plants through your gate and down the pathway to the garden-bed *furthest from your gate*. Move as many squares along the path as the counter directs.

You must have an even count to place your plant in the flower-bed. If you can turn up *1*, *after this*, you obtain a "flower." If not, you start to move another plant on your next turn and you use the next numeral *1* to take whatever "flower" you wish. This is then placed on your plant, and every time you obtain a "flower," you are entitled to another turn. You may take only five "flowers."

"Flowers" may not be taken till *after* plants are placed in the garden-bed to await "blooming."

The first to place five plants, and have all in bloom, wins the game.

Colors on button-molds distinguish players' plants, each player having chosen button-molds colored with his own color.

Mary, Mary Quite Contrary,
Had no garden half so fine
As this cunning cardboard garden
That is *really truly* mine!

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All it is, is just a cover
Of a box I found to-day,
But it made a splendid garden—
And a very pretty play!

THE HAPPY GAME OF BLUE BIRD

Material Required to Make the Happy Game of Blue Bird: a square hat-box cover for the game-board; a small square or round cardboard box about three or four inches in size for the counter; a round wire paper-shank for pivot upon which to place the indicator-hand. Each player must have four button-molds.

Tools Needed to Help Make the Happy Game of Blue Bird: ruler, crayons.

Have you read the story of how Tytyl and Mytyl went to find the Blue Bird? If you have, you will remember that they saw many birds that were blue but none proved to be the right one till they reached home. Here is a little game of Blue Bird that you yourself can make. A square hat-box cover forms the board. If there should be printed matter upon yours, paste a piece of brown wrapping paper over this and trim the edges neatly at the sides of the box.

Each player must have four button-molds with which to make his moves. Color four red, four yellow, and where there are other players use two other colors, being careful *not to use blue* as the squares of the game-board are some of them blue and blue button-molds show poorly on these.

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Take the small box that you wish to make into a counter and turn it over. Draw a cross over its bottom so as to divide this into four equal sections. Number these with black crayon *1, 2, 3*. Leave one section blank.

Cut a hand for the counter. Use a bit of stout cardboard. First cut a narrow strip of cardboard about a quarter of an inch wide. Point one end.

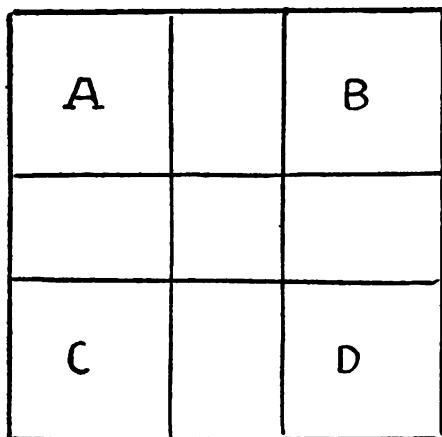


Diagram for the Game of Blue Bird

Cut the strip less than half the half-width of your box and fasten this indicator-hand at the center of your numbered counter-box, using the round wire paper-shank for pivot.

To make the game-board, first draw at each corner of your large square box cover a square four inches in size. These are shown *A, B, C, D* in the diagram.

THE HAPPY GAME OF BLUE BIRD

Join the inner lines of these to make a cross shown in diagram.

Next, divide each end square into sixteen small squares by making three division marks on the sides of squares and joining points horizontally and ver-

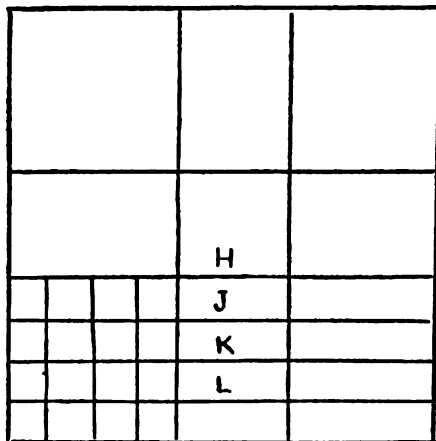


Diagram for the Game of Blue Bird

tically. This forms the squares. Color them blue, alternating one white square with one blue like checkers. Draw the pictures of Blue Birds on the inner sections where you see them in the picture of my game, crossing lines similar to H, J, K, L.

HOW TO PLAY THE GAME OF BLUE BIRD

Play in turn. Count out for order of play. Each player has four similar buttons for *men*.

Only one man may be entered at a time upon a count of 1 given by spinning the indicator-hand. The

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man is entered at the corner square that belongs to that player.

Move from square to square trying to put your man on a blue-bird square.

As soon as a man has been placed on a Blue Bird square, another may be started in the game. Only one man may be entered for play at one time.

Each player enters his men at the corner square nearest him and must place *one* man before starting another.

The first to place all his men upon Blue Birds wins the game.

Such little things make Happiness—
Such little things make play,
That you should be a happy child
Throughout the whole long day!

LITTLE TOTS' LETTER-BOX GAME

Material Required to Make the Little Tots' Letter-Box Game: a shoe-box, a package of fancy postal-cards, as many empty envelopes as are given one to use. There should be about forty postals and envelopes.

A counter is used for this game. It may be any kind you wish to use but its numbers must not go higher than 3. A spinning counter may be used by older children. Others may perhaps prefer an easier one made with a square cardboard box to which a cardboard hand is fastened by a round-sided shank. The spinning counter is made with a small box cover divided into sections and numbered.

Tools Needed to Make the Little Tots' Letter-Box Game: scissors, crayons.

Letters? Why everybody likes to have them and every one likes to send them! There are ever and ever so many picture postal-cards coming by the postman to your house and, after these have been kept for sometime, there is a collection that nobody knows what to do with! They overflow albums and boxes! and still, picture-postals keep coming! As for letters—why, letters come every time the postman whistles. Six times out of ten, the envelopes are

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thrown aside and, if you ask, you may have them. They can be used with the postals in making a Letter-Box Game.

First of all, one must have a letter-box! It is quite simple to make one: stand a shoe-box on end and cut a mail-slit on the part of the box that was the bottom. In the picture of the game, you will see the shape this should be. Mark this on your box with pencil first. Then, cut it at each side and across its lower part, from side to side. Press the cardboard inward, after coloring it with crayons.

The box, if you like, may be colored too.

HOW TO PLAY THE GAME OF LETTER-BOX

Two or three may play the game.

Divide the envelopes and postal-cards evenly, ten to each player and ten in a central pile. Each should have the same number of postal-cards as well as the same number of envelopes, twenty postals and twenty empty envelopes for play—more, if possible, dividing all evenly.—Where the count is not even, place extra envelopes or cards in the center pile.

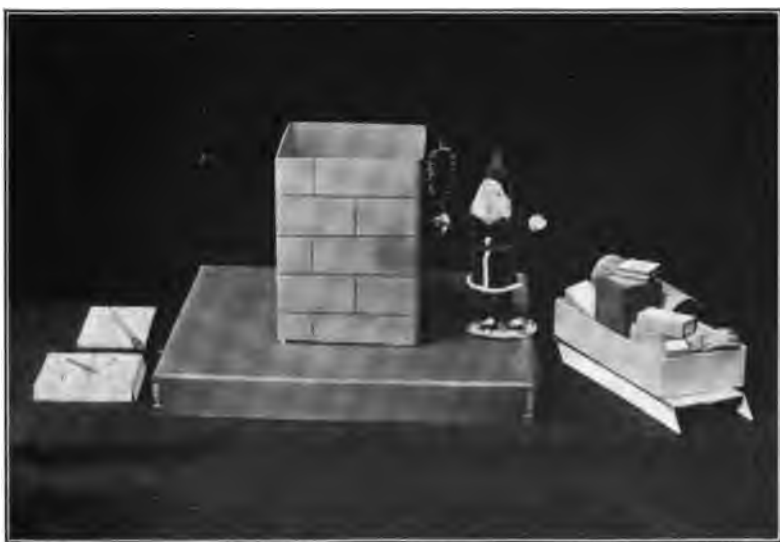
Play is made in turn. Count out for order of play. Spin the counter and do as it directs, if you can. If you cannot follow its direction, that play is lost.

1 on the counter means, you *receive a letter*: take one from the center pile.

2 means *mail a letter*: put one of yours into the mail-box.



Little Tots' Letter-Box Game, a Game Made from a Good-Sized Oblong Box, Played with a Cardboard Counter, and Plenty of Old Envelopes and Post-Cards.



Santa Claus' Game, Played with a Big Box for a Chimney and Small Boxes for Santa Claus' Presents.

LITTLE TOTS' LETTER-BOX GAME

3 on the counter means *Take all that have been placed
in the box.* Your mail is a heavy one, I hope!
The one to get *all* the letters, wins the game!

It's fun to have a letter,
When the postman's at the door
But, if you make this little game,
You'll have, at least a score!

SANTA CLAUS' GAME

Material Required to Make Santa Claus' Game: a Christmas-tree Santa Claus; a box large enough to make a chimney (I used one about seven inches square and nine inches high); about twenty very very small boxes. If you have an oblong candy box about seven inches long, it will make a sleigh for Santa Claus.

The game is played with the help of a counter. One may be made with the cover or lower half of a box three or four inches square. A round wire paper-shank is needed for pivot upon which the indicator-hand of the counter is spun.

Tools Needed to Make Santa Claus' Game: scissors, pencils.

WHO said *Santa Claus!* Why, you like Santa Claus, even if you do not believe in his reindeer! His name stands for jollity and all the fun of Christmas. A Santa Claus Game ought to be a gay one, I think! Suppose you try to make one like mine!

A square hat-box cover forms the roof for the chimney. The box that forms the chimney is marked off all the way around with lines that run horizontally. These are then divided at equal intervals with

SANTA CLAUS' GAME

vertical lines to form bricks. The work may be done with red crayon. Place the chimney upon the roof and put your Santa Claus beside the chimney.

Now for the little boxes that are "presents"! There are ever so many shapes and sizes: round, square, oblong! The small boxes vary in size from long and narrow chocolate-peppermint boxes to tiny pill boxes. If you haven't enough at home for your game, almost any druggist will fill your hands full of empty ones and charge you so little that you feel sure he *couldn't* have known that you intended them for CHRISTMAS PRESENTS!

Place these boxes, packed nicely, in Santa Claus' sleigh. The sleigh is merely an oblong candy-box which is made to stand on its cover's rims. Both end rims of the cover are removed and the side rims are pointed behind to make runners. The bit of end that is between these at the top of the cover, may be cut off. There is the sleigh when the lower half of the box is mounted on the runners!

And now comes more fun! Two of you may start the game and each must have pencil and paper.

There must be a counter, of course, one made from the half of a square cardboard box about three inches in size. You may have made one for another game. In this case, it will be all ready. Three numbers are used, 1, 2, 3. The number 4, if on your counter, does not count. Nothing above 3 is a count.

Should you need to make this counter, draw with crayon from corner to corner diagonally across the

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surface of the box. Number sections 1, 2, 3. Cut a cardboard indicator-hand and fasten it at the center of the box with a round wire shank. The hand must turn so easily that it will spin around at least twice swiftly.

Begin!—Each player has pencil and plenty of paper from two or three sheets of pad.

HOW TO PLAY SANTA CLAUS' GAME

Two may play. Count out for beginner.

The play consists of spinning the hand of the counter and taking from Santa Claus' Sleigh as many boxes as this permits.

When all boxes have been divided thus between players, each takes his pencil and writes upon a slip of paper the name of something that might be given as a Christmas present. The papers should be about two inches in size and should be folded to go inside the boxes. As soon as a player has placed the name of a gift in a little box, he drops it down Santa Claus' chimney. When both players have finished, the chimney is emptied in a general pile of "presents" which nobody is permitted to touch except to number lightly with pencil 1, 2, 3. (Never use but one number to a box.)

And now to see what is coming to one! The play is started again, players in turn spinning the counter. If its hand gives 1, a small box numbered 1 may be taken; if 2, a box numbered 2 is taken;

SANTA CLAUS' GAME

if 3, a box numbered 3 is chosen. Any choice may be made. Where no boxes are numbered to correspond with the count, that play is forfeited. Do not open your boxes! At the end of play, players read the names of the gifts they have received and each time write on their paper the number of letters in the word or words. These are added in a sum and the player whose count is largest wins the game.

If I were Santa Claus, I tell you what I'd do:
I'd never give to naughty boys or naughty girls— Would you?
For every little poor child, I'd have a Christmas tree
And each should have a party dress and come to play with me!

THE JOLLY GAME OF ZOO

Material Required to Make the Game of Zoo: two boxes such as are used for packing large-sized correspondence-cards. These make two elephants and two hippos; the two parts of a blacking-box or similar box with cover, for two giraffes; two small sample candy-boxes for lions and two others for tigers; two boxes with rims about four inches deep and about four inches long may be made into camels. You should have two cages made from shoe-boxes. Score is kept with a cupful of white beans for "money."

For play, a counter, made from a small box about four inches square, will be needed. You have seen just such a counter in other pictures of this book. It must be divided into four equal sections and each section must be numbered 1, 2, 3, 4. An indicator-hand must be cut from heavy cardboard for this counter. It spins upon a round wire shank as a pivot.

Tools Needed to Make the Game of Zoo: crayons, scissors.

Wild animals are the jolliest kind of play that I know anything about. They never bite and they never scratch—at least mine never do! How could



The Animals for the Zoo Game.



The Zoo When It Is Completed.

THE JOLLY GAME OF ZOO

they when they are just made from cardboard boxes? You may make animals like these and play a game of Zoo with them. Really, you may use almost any box that has deep sides.

My elephant is made from the upper part of a large correspondence-card box. The hippo was made from the lower half of the same box so, maybe, I'd better begin with him, though I *do* think that elephants are more interesting! To make the hippopotamus, I turned over the lower half of the correspondence-card box to bring the top at the bottom. Next, I went to my large dictionary which has pictures of animals, as all dictionaries *should* have, and I looked to see what sort of a head Mr. Hippo has. Then, with pencil, I drew a hippo's head on a thin piece of box cover. I tried to make the head fit the size of box that I intended to use for my hippo's body.

When the head was drawn, I cut it out with scissors and colored it on both sides with crayons. The hippopotamus should be a grayish black. My elephant—dear beastie—was blackish gray. The lion was brown. The giraffe orange with brown spots. The tiger was yellow and black.

I cut the lower half of my correspondence-card box at each corner of the rim making stubby legs and I removed the cardboard of the box rim that was between them, snipping evenly with my scissors. Then, at one end of the box, I made a slit in the cardboard top and slipped the neck of the hippopotamus down

THE JOLLY BOOK OF PLAYCRAFT

through the slit. I added a straight bit of cardboard tail to the other end of the body in the same way.

Really, the elephant was made in much the same way. First, I drew his head, colored it, cut it out, and colored the other side. Then I cut his pillar-like legs, making his body. THEN, I cut a slit lengthwise in the front top of the body and slipped the neck down into it. I cut another slit at the rear for the tail and put it into place. Then, I colored my elephant's body, too, of course.

My camel—it is a camel because a dromedary has only one hump—was cut from a deep box that was about three inches and a half long. I cut his legs thin and cornered as I cut my other animals' legs—but the camel's were longer and thinner. The humps were pressed into a slit at the top of the box after they had been drawn and cut out and colored. (My camel was a sandy brown color.)

Be very careful when you place your camel's head, to put it in a slit that is made in the forward box rim and not at the top of the box! You see, Camel has such a curving proud neck that this *has* to be done—AND, if you didn't do it, the slit for Camel's neck would probably be the death of your cardboard beast when you made the slit for his hump. He'd probably tear right through his top—and you'd have no camel at all! The tail is easy. Cut it and slip it in the back of the box.

My lion came from half a sample-sized candy box—the kind that is sold for ten cents. He was quickly

THE JOLLY GAME OF ZOO

made—merely legs cut from the lower half of the box-rim, head drawn and colored with a heavy mane, tail cut and colored both sides, then slipped as the head was slipped, into the proper slit made for it at the top of the box body. And there was Mr. Lion! No fuss, no glue—just FUN!

My giraffe was made from the lower half of a blacking-box. His front legs were longer than his rear ones. His head had a long long neck and his tail was short and thin with a switch at the end.

Tiger was different. *His* legs had to be cut so that he would look as if slinking along. I cut them just from one box-rim and not cornered. They had to look as if he would be ready any minute to crouch for prey. If you look at the picture of him in my Zoo, you'll see what I mean.

To play a game with these animals, there should be two cages cut from cardboard shoe-boxes. Turn a shoe-box on its side and cut the bars on the part of the box that was the bottom. Color the cages black with your crayons.

And now you are ready to play the game of Zoo. To play it, you must have at least five animals.

Place the animals and cages on the table or on the floor where you want to play and you're ready.

HOW TO PLAY THE GAME OF ZOO

Two may play the game. Count out for beginner. Play is made in turn.

Number each animal: elephant or elephants, 9;

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tiger or tigers 8; lion or lions 7; camel or camels 6; giraffe or giraffes 5; hippo or hippos 4.

A player spins the counter. If he obtains 4, he can have a hippopotamus for his Zoo. Otherwise, score is kept and numbers are added till the proper number may be in some way obtained from several plays. (White beans may be used for money, the counter giving one just so many. In this case score with paper and pencil is not needed.)

When a player has three animals, he must try for a cage which is 12. The first to obtain three animals and a cage for his Zoo is winner of the jolly Zoo Game.

I never would have guessed—would you—
That one might really make a Zoo
AND animals that make one laugh,
By cutting boxes—just a half!
(My elephant may seem quite flat—
He's not responsible for that!)

THE GAME OF SCRABBLE

Material Required to Make the Game of Scrabble:
a small shallow box cover with rims not more than a quarter of an inch high, two long pencils, six flat white buttons and six flat black buttons.

The Game of Scrabble is played by two players upon a long table that is covered with a thick cloth.

Place the small shallow box cover that you wish to use for play at one end of the table opposite the starting place at the other end. All buttons, both black and white, are put in a row at the starting place.

At a given signal, each player starts his buttons; one at a time, toward the goal using nothing but the rubber end of his pencil to guide them.

Any button that falls off the table must be started at the beginning again when picked up from the floor.

By pressing the rim of buttons hard with the rubber end of the pencil, buttons may be made to hop up and into the shallow box cover at the goal.

The first to get his six buttons into the goal wins.

Play is not made in turn. It is as rapid as can be. No player may touch his button with fingers unless taking it from the floor where it has rolled.

More than two players may play, if sufficient buttons may be found. If a bit of colored thread is

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sewed in the holes of buttons, this will be a good way
to distinguish them when more than two play.

Some pencils and some buttons,
A little box, just see!—
But they will make a jolly game
And fun for you and me!

THE FUNNY BROWNIE GAME

Material Required to Make the Funny Brownie Game: some twigs, some horse-chestnuts, a cardboard box of almost any size.

Tools Needed to Construct the Funny Brownie Game: a pocket-knife.

Did you ever see a Brownie? I have. I see ever so many brownies every autumn at nut time. I see them under the horse-chestnut trees in October. They look very like horse-chestnuts!

You may make horse-chestnut brownies yourself. You may even play a game with them out-of-doors in the sunlight. The brownies are always easy to make and the game may be put together in a few moments. First, make the brownies: you may have from one to three or four of them in your game. If you use one brownie to play with, you will need but a small cardboard box for him to stand upon. This, alone, will form the game. If you prefer, however, you may use a larger box with as many as four placed in a row upon it.

The brownies are made this way: take your pocket-knife and outline a face with its blade upon a horse-chestnut. Make a small hole where the neck of the brownie should come.

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Take a small twig and press this into the hole. Then, take another nut and make a hole in its top. Press the stick with the face-nut into this other chest-nut.

At each side, make a hole upon the second nut that forms the brownie's body. Place small twigs in each hole to form arms. Make legs in the same way.

Take your cardboard box and press the feet of the brownie firmly into the cardboard so that he stands upright. If you make a row of brownies for your game, place these in the same way upon a cardboard box, putting them all in a row.

Now for the game which is a simple one! Here are its rules.

HOW TO PLAY THE BROWNIE GAME

Each player gathers ten horse-chestnuts.

Place the brownie on the garden walk ten feet away from players. The game consists in trying to hit him.

Play is made in turn. Count out for beginner.

If you hit the brownie with a horse-chestnut, this counts 1.

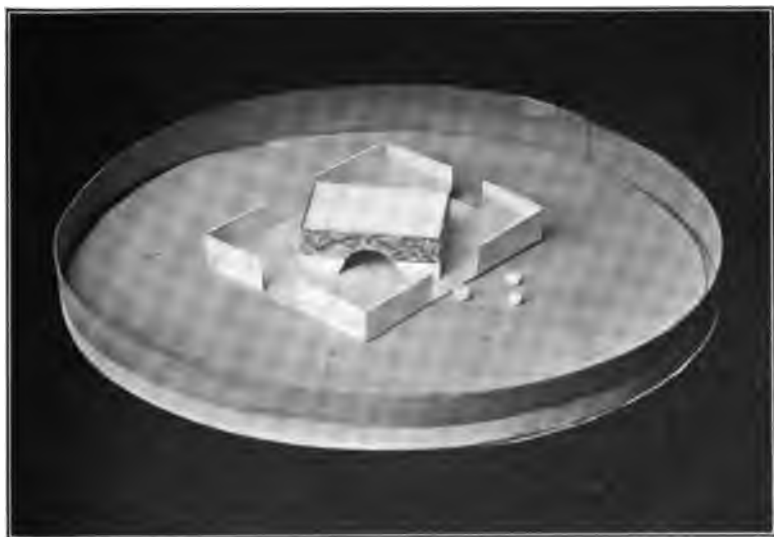
If you knock the brownie down, it counts 2.

The first to hit the brownie to make a score of ten wins.

Did you ever see a Brownie,
A funny fairy sprite,
Behind the red-gold autumn leaves
A-hiding out of sight?



The Funny Brownie Game Made with a Cardboard Box and Some Horse-Chestnuts.



Roly-Poly, a Game Made with Three Box Covers and Played with Three or Four Large Round Beads.

THE FUNNY BROWNIE GAME

Oh, maybe, if you haven't
You can guess how he *might* look
If you have made The Brownie Game
Here in your Playcraft Book!

THE GAME OF ROLY-POLY

Material Required to Make the Game of Roly-Poly: a large box cover, a medium sized box cover, and a little tiny box cover—also three big kindergarten beads of any color you choose.

Tools Needed to Construct the Roly-Poly Game: scissors and some paste.

Roly-Poly is a game you can play all by yourself! Yes! Isn't *that* funny? Did you ever hear of a game that anybody could play by himself? Well, if you haven't, this is one!

The object of the game is to see if you can roll three round big beads into their home. It isn't as easy as it may seem. Can *you* do it?

Take a large box cover about the size of a hat-box. Place within its rim the cover of a letter-paper box. Cut four openings in the rims of the letter-paper box cover as you see those in the picture. Paste or glue this cut cover at the center of your hat-box cover after removing the cardboard that is at each opening you have cut.

Next, find some very small box cover about three inches square. Cut two openings in its rims, one opposite the other. Turn this over to rest upon its rims,

THE GAME OF ROLY-POLY

and glue it firmly at the center of the letter-paper box cover.

Find three big round beads or three very small marbles. Place these in the outside hat-box part of your game-board. Now, by tipping the box and holding it in two hands, see if you can get three big round beads to go into "home" at the center of the game-board. It will take patience, and it will be fun to see if you CAN do it.

After you have used three big beads, try it again with four and then with five. Can you win with five beads? Try it and see!

Now, isn't that a game you can play all by yourself?

One time it was a Lonesome Day—
For I had "nobody to play":
My Daddy wasn't home at all,
My Mother had gone out to call,
My brother, he was off somewhere,
My sister she was with him there—
It was a very Lonesome Day
Until I found this game to play!

THE GAME OF CLOCK

Material Required for Making the Game of Clock: a cardboard handkerchief box at least eight inches square to make the game-board which is the clock face; a strip of cardboard to cut into clock-hands; a paper-shank which has rounded prongs for pivot upon which the clock-hands revolve.

For counter, some small round or square box is needed. This should be three inches across the top. An inch or two of cardboard is sufficient for the indicator and a rounded paper-shank forms the pivot upon which the indicator revolves.

Tools Needed to Make the Game of Clock: ruler, scissors, a black crayon, a compass.

When Mother Goose's mouse ran up the clock and the clock struck one, maybe it was some sort of a game between the two. At any rate, there was an end to it when the clock struck, and I don't see why it should not have had the best of the mouse. Maybe you, too, would like to play a Clock Game. It may be the very one referred to in the rhyme—though I think, myself, it is a bit more recent. You may have your own opinion, however, and make the game. You will need some small square box that is rather shallow. The box should be at least eight inches square.

THE GAME OF CLOCK

Find the other material required: cardboard, crayons, paper-shank (or a stout pin if you have no paper-shank), scissors, a ruler, and a compass.

Turn your square handkerchief box over and draw upon the side that was the bottom of the box. This side will be clean and without printing. If it is not, a piece of white paper may be carefully pasted over

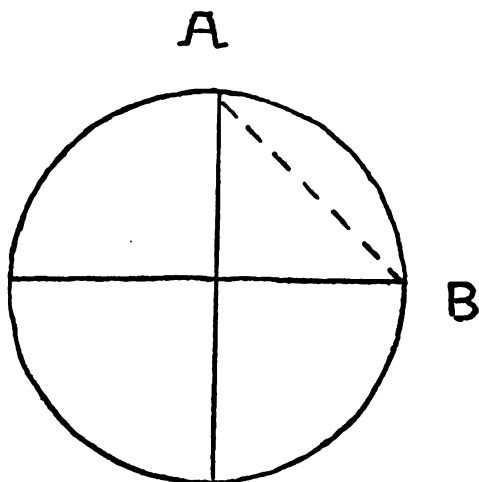


Diagram for the Game of Clock

the print so that it covers the bottom of the box neatly. Trim all edges evenly, if need be and let this paper dry before you begin your work of mapping out the clock face of your game-board.

Take your compass and with it gage and draw a circle that fits the space of your square. Where no compass is handy, a small plate will give you a circle.

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Place it upon the box and draw around the rim with crayon.

Next, you will need to divide your circle. First, draw a horizontal diameter and next a vertical one crossing this at the center of the game-board. Your drawing of both these must be very light and must be made with pencil so that the lines may be rubbed out easily.

Measure the distance between the quarters of your circle. Divide the distance into three parts. If you wish to do this easily, cut a strip of thin pad paper about eight inches long and a half inch wide. Measure on it the distance from *A* to *B* as shown by the dotted line in the diagram. When you have this, fold your paper into thirds. Where the folds come will be about the spacing of your numerals for the game-board. Measure this about the outer rim of your circle and indicate spaces lightly with pencil so that you will know where the numbers should be put.

When this is done, take your black crayon and mark the clock numbers where they belong. Before you begin, examine the picture of the game carefully, so as to see how the figures should slant.

Cut the two clock-hands, after this. One should be longer than the other. The minute-hand must be at least an inch the longer. To make the hands, cut a strip of cardboard a half inch wide and six or seven inches long. Point both ends and cut from this your hour-hand and minute-hand. If either is too

THE GAME OF CLOCK

long to fit your clock face, a judicious snip with scissors will set matters right.

Place the hands at the center of the game-board and run the rounded paper-shank or a strong pin down through them. See that the hands move around on this easily when you bend back the prongs of the paper-shank or the end of the pin, which should

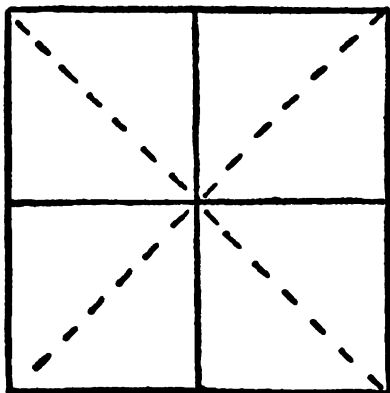


Diagram for the Game of Clock

be inside your closed box. Then the game-board is finished.

Now for the counter! Find a box such as you wish to use—it may be either round, square, or oblong; though a square one is, perhaps, best. Divide your box, as you did the game-board, turning it over first to work upon its bottom where the surface is clear of print. Make a horizontal line, and a vertical one, and draw from corner to corner.

Number spaces 1, 2, 3, 4, 5, 6, 7, and 0. Make a

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short hand as you made the hand for your game-board. This is to be twirled to give the count for each player's move, and it should move very easily on a pin pivot or a peg-like rounded paper-shank as the clock-hands of the game revolve loosely.

And now your game is finished! It did not take much time to make it! Hurrah!

Who, *who* is going to win, I wonder?

HOW TO PLAY THE GAME OF CLOCK

Place the clock-hands at 12.30.

Two or three players may play.

Count out for order of play.

The game is played by moving first the long and then the short clock-hand at one turn.

To make a play, spin the indicator on the counter.

Take the number it shows when it stops and double this for your count.

The object of the game is to make the sum of twenty-four hours or over.

To make an hour number, you may divide your turn count in any way you wish between the hands.

Both hands must be moved in every play unless count is zero.

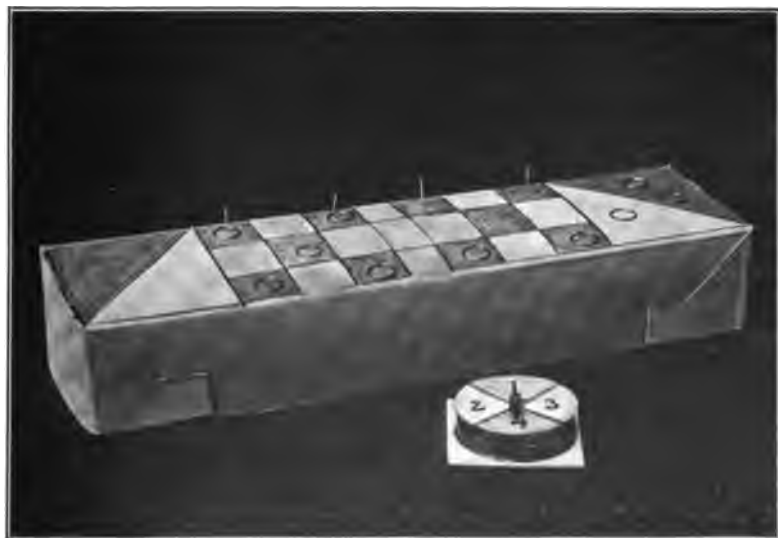
You may distribute your count between the two hands in any way you choose, moving one at a time toward the right.

Each hand is moved from number to number.

Whenever you are able to pass by an hour, its number is reckoned in your score.



The Game of Clock, Made from a Flat Cardboard Box with a Box-Counter.



The Game of Pin-Peg Made from a Florist Box and Played with Brass Rings.

THE GAME OF CLOCK

The first to make twenty-four or more wins.
Remember the hour-hand and the minute-hand in
your play—the long hand must always be at 12 to
make an hour.

Hickory, dickory, dock;
I made a game of Clock,
I had lots of fun
When I played it and won—
Hickory, dickory, dock!

THE GAME OF PIN-PEG

Material Required for Making the Game of Pin-Peg: the lower half of a florist box at least twenty-four inches long, ten pins, ten small brass rings a half-inch in diameter.

For counter, any small oblong, round, or square box will answer when furnished with an indicator-hand cut from cardboard and a pin or round-pronged paper-shank to act as its pivot.

Tools Needed to Make the Game of Pin-Peg: a colored crayon of some kind, a ruler.

Pin-Peg is a very easy game to make. It is quickly done. Measure the end of your box, and when you have found its width, make a square at each end of the box this size.

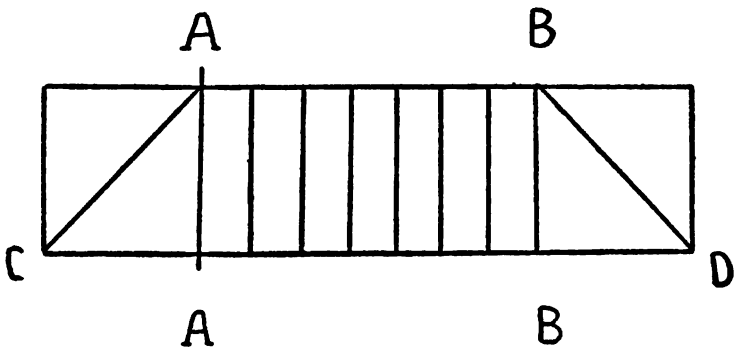


Diagram for the Game of Pin-Peg

THE GAME OF PIN-PEG

Next, draw the line *A-C* and the line *B-D*. These divide your end squares into triangular halves. Color each half that comes at the end of the box.

Take your ruler—a good school ruler that is wide and flat.—Place this lengthwise along the long side of the box rim between the two squares. Draw a line where the ruler ends toward the center of the box. Repeat this next to the lower box rim. This should give you the line *E-E* and the line *F-F*.

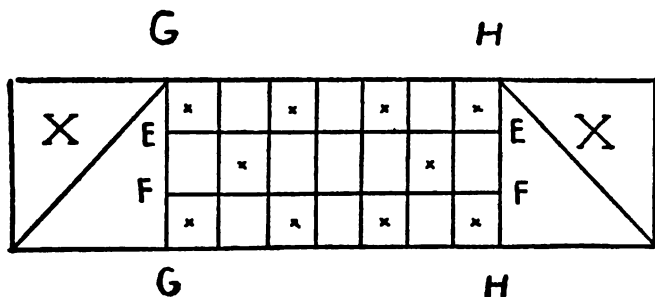


Diagram for the Game of Pin-Peg

By laying your ruler horizontally, first at one end next to the inner side of one square as *G-G* and *H-H*, alternating from side to side eight times, make the lines between *A-A* and *B-B* that are vertical. Thus, the inner part of your box cover game-board will be divided into squares.

Color these with your crayon as the small crosses show in the diagram.

Place a pin in the center of each colored square. The pins must be strong ones and must be made to

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stand firm and upright. That is all there is to the making of your game-board!

Now, for a counter! Any small round, or square, or oblong box, if not *too* long, will answer. Draw it with ruler and crayon so that it is divided into four sections. The base of the box is always clear of print so it is better to use this than the top. Number each section 1, 2, 3, and 4.

Cut a small cardboard indicator-hand from a bit of old box-rim and have it fit the box you use, its point being at least a quarter of an inch from the edge of the box. Use for the counter's indicator, a pivot made from a pin or, better still, a small round-pronged paper-shank with ends bent back inside the counter-box. The indicator-hand may be made to revolve easily by having its hole wide and loose.

HOW TO PLAY THE GAME OF PIN-PEG

Count out to see who will begin the game.

Two players may play.

Divide the ten rings so that each player has five.

Each player places his rings on the colored triangle at his own end of the game-board, each taking opposite ends of the box.

The object of the game is for a player to get his five rings placed upon the five colored pin-peg squares that are next to his end of the box game-board.

Only one ring may be moved out upon the squares at a time and it must be placed before another may

THE GAME OF PIN-PEG

be taken out on the squares. It may, however, be moved out on the uncolored triangle upon the proper count, if that occurs.

You may never pass over a square where a ring has been placed.

Be careful not to close yourself in by filling the first squares at the start.

Move from square to square directly, never across corners.

To move a ring out on the uncolored triangle to start, one must turn *I* upon the counter.

After this, a player must always try to get his ring in a move upon a pin-peg square. The first to fill the five pin-peg squares of his own wins. If he cannot use the count that comes to him in play moving the same number of spaces directed, he forfeits his play. No moving backward and forward again over the same ground is permitted.

Ring-around a Rosie
May be a happy game,
But I have made another
And Pin-Peg is its name:
I made it with a crayon—
And with a ruler, too;
It really was quite easy
And lots of fun to do.
The first time that we played it—
I played with Brother Paul
And Paul—well, he was winner;
I couldn't win *at all!*

THE GAME OF BOX TOWN

Material Required to Make the Game of Box Town: one long box cover about twenty inches in size—oblong or round, or square—also about nine or ten tiny boxes such as jewelers and druggists use.

A small box counter is required for playing the game. Very small black and white glove-buttons or small button-molds may be used for men to play the game. Should you prefer, birthday-cake dolls can be used placed upon plasticine standards.

Tools Needed to Make the Game of Box Town: crayons and mucilage.

Little Box Town is a very real little village. There are cottages, and residences, and there are a church, and a store, and a livery-stable. All of them are made by marking very small boxes with black crayon. You would never think that a village could be made like this but it is easy to make one.

The little boxes that you use for the work may be collected—square, oblong, any shape except round. Stand the box up and draw windows and doors on its sides. The top of each box may be colored with red or brown crayon to represent a roof. Little green vines may be made to cover the cottage fronts. This

THE GAME OF BOX TOWN

is done by using green crayon, of course. All the little buildings may be placed upon a large box cover and with them you may make the game.

Your largest box should be the church or store. The church has a steeple that is made by poking a pencil-end through the top side of the box you have drawn upon. The point should be upward to form a spire. Fold a narrow piece of cardboard that is cut somewhat longer than the length of your church building. Cut a hole for the spire to run through and place this over the top to form a roof.

The store should have two large display windows drawn upon its front.

The hotel and livery stable should be marked out in proper manner also. All little buildings should be named: you may call them the church, the store, the hotel, the parsonage, the livery stable, Mrs. Brown's home, Mrs. Jones' house, Cousin Binkie's, the washwoman's cottage, and so on.

To make the game, place all little buildings around the side of your large box. If you look at the picture, you will see exactly how near the edge of the box cover they should go.

Take your black crayon, now, and draw a road that leads into the village at one end of the box. You will see this at the right of the picture where I have placed the two big beads.

After this, draw similar roads leading from each little box-building to join a center road that goes about a village green. Color the roads light brown

THE JOLLY BOOK OF PLAYCRAFT

and the rest of the box-top color green. Glue each building in place carefully so that it opens directly on its own private roadway entrance.

You will need a counter to use in playing the game. It is made with a small square box upon which divisions have been marked off with black crayon. Draw across the box from corner to corner, and from center of one side to center of the opposite one. Number each section in series up to seven and place zero on the eighth section. Numbers cut from a calendar-pad may be used by cutting them out square and mounting them on each section.

A cardboard indicator-hand should be cut from heavy box cover and made to fit the size of box you use. Fasten it at its square end by running a round-sided paper-shank through it down into the counter-box exactly at the center. Be sure that the counter-hand revolves easily on this pivot.

Small buttons are used in playing the game. Button-molds that are small may be used also—or, maybe, you may like large rounded kindergarten beads. Each player's figure must be of a different color so that each may readily be distinguished.

The game is a real little "trip to town" with many calls and errands to be made. One *must* go to call on Cousin Binkie; one must go to the store, one must call on the washwoman to engage her for work, one must stop at the parsonage. All your little buildings, you see, must be very clearly defined by name.

Start for the game is made at the corner where the

THE GAME OF BOX TOWN

road leads into the village. You must have the count of *one* turned on the counter before you can place a man at the beginning of the game where you see the bead in the picture. Each road-opening counts as *one* from where you are. As the buildings are placed in my game, if you should turn *three* from the start, you would go directly to the parsonage to make your call and pass right by the washerwoman's log-cabin. You would have to go on around the village till you were able to turn into the proper places—those named. When you "turn in" leave your button at the entrance near the little building.

The first to do all errands in Little Box Town may go "home" and out of the game, provided he can have the exact count to carry him out. Otherwise, he goes around AND AROUND the village green, stopping by the way. The one who goes home first wins.

HOW TO PLAY THE GAME OF BOX TOWN

Count out for beginner.

Play in turn. Each player's move is indicated by use of a small colored button.

Count is given by spinning the indicator-hand of the counter.

To enter the game, a player must turn *1* on the counter.

Play is always made toward the right in entering the game. It proceeds thus around the board.

Turn in where the counter directs you.

THE JOLLY BOOK OF PLAYCRAFT

One must call at the parsonage; one must go to see
Cousin Binkie; one must stop at the washer-
woman's cabin; nobody can win without having
accomplished these three important errands.

An even count is needed to carry a player "home."

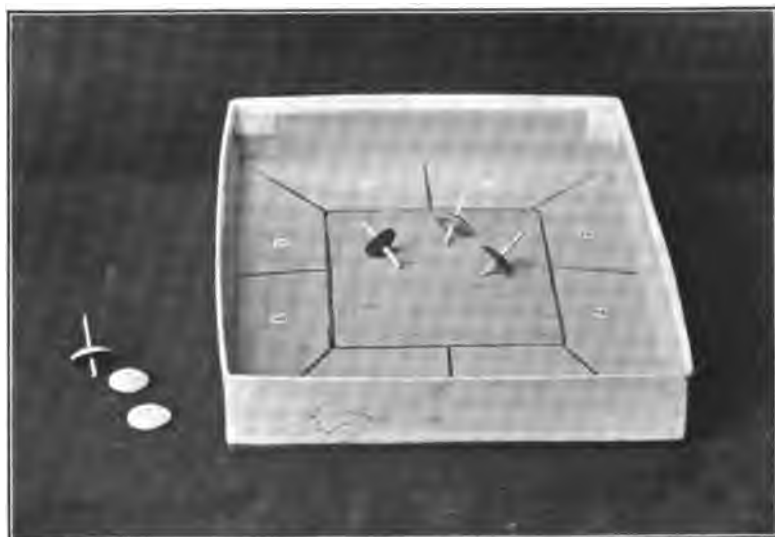
No player may go home till he has done all the "er-
rands" assigned.

The first to go home wins.

Although I really *am* grown-up,
I like to spend the day
In going up to Box Town:
It is a game to play.
I call on Cousin Binkie,
And I have some jolly fun
A-running all around The Green
Until the game is done!



Little Box Town Game Made with Tiny Boxes.



The Game of Hundred Made Inside a Large Box Cover and Played With Button-Mold Tops.

THE JOLLY GAME OF HUNDRED

Material Required to Make the Game of Hundred: one large box cover either round, or square, or oblong. A large button-mold—or two or three other button-molds, if you have them,—also some short ends cut from burned matches.

Tools Needed to Make the Game of Hundred: crayons.

It takes but a few moments to make the Game of Hundred. Find some large box cover about fifteen inches or more in size—one not too narrow, if oblong. Find also some large button-molds and sticks that fit through their holes.

The game is played on the surface of the inside box cover. If your box cover is round, draw a circle in its center that is about half the size of the whole. Divide the space that is around the rim into eight equal sections. Outline these with black crayons.

Number each section in series up to eight, counting the center square zero. If you like, you may cut numbers from some old calendar-pad and paste these flat upon each section of your game-board.

To make a top for spinning, thrust a short stick through the hole of a button-mold so that it is firm. Twist the top of the stick between your thumb and

THE JOLLY BOOK OF PLAYCRAFT

forefinger and then let go. The top will spin and will finally drop with its point upon some one section of the game-board. This gives you your count in the play. Keep players' scores with pad and pencil after each play. The one to make the full sum of ONE HUNDRED or over, *first*, wins.

If you wish, two tops may be spun at once, starting one immediately after the other. This makes a more rapid game and is more difficult.

HOW TO PLAY THE GAME OF HUNDRED

Any number of persons may play. Count out for beginner and order of play.

Play in turn. Keep the score with paper and pencil. The first to make the sum of One Hundred or over wins the game.

When your top rests in the *center*, it gives you nothing.

If you wish a short game, place the winning count at a smaller number than one hundred. Good luck to you!

Spin, spin, Little Top!
Spin a number and then stop;
Twirl and spin, and spin and twirl;
Spin for every boy or girl—
Spin and spin and spin and SPIN—
Oh, I know you'll let *me* win!

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